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90%
PLAY MAGAZINE

9/10
GAME PRO

90%
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9/10
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SO REAL YOU CAN SEE THE SKIDMARKS

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PlayStation

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MORTAL KOMBAT TRILOGY

MORTALLY ASSURED DISRUPTION!

It's back and it's bad! Yes fight fans, the game they couldn't hang returns in it's finest incarnation to date! Hang on to your sparring mitts as we take you into the world of Mortal Kombat Trilogy! Our seven page **EXCLUSIVE REVIEW** uncovers all of the 32 characters and delivers everything you need to know about the world's most famous fighting fest. Quake and run your bruised little porkies to **page 16** now. Or else Goro'll come round your house and rip your spine out!

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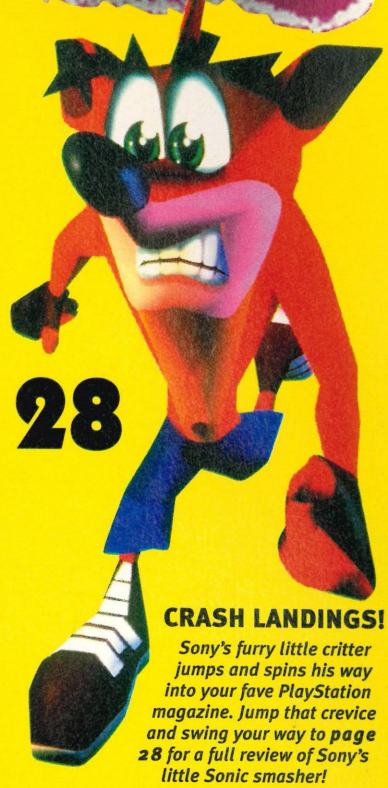

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CRASH LANDINGS!

Sony's furry little critter jumps and spins his way into your fave PlayStation magazine. Jump that crevice and swing your way to ***page 28*** *for a full review of Sony's little Sonic smasher!*

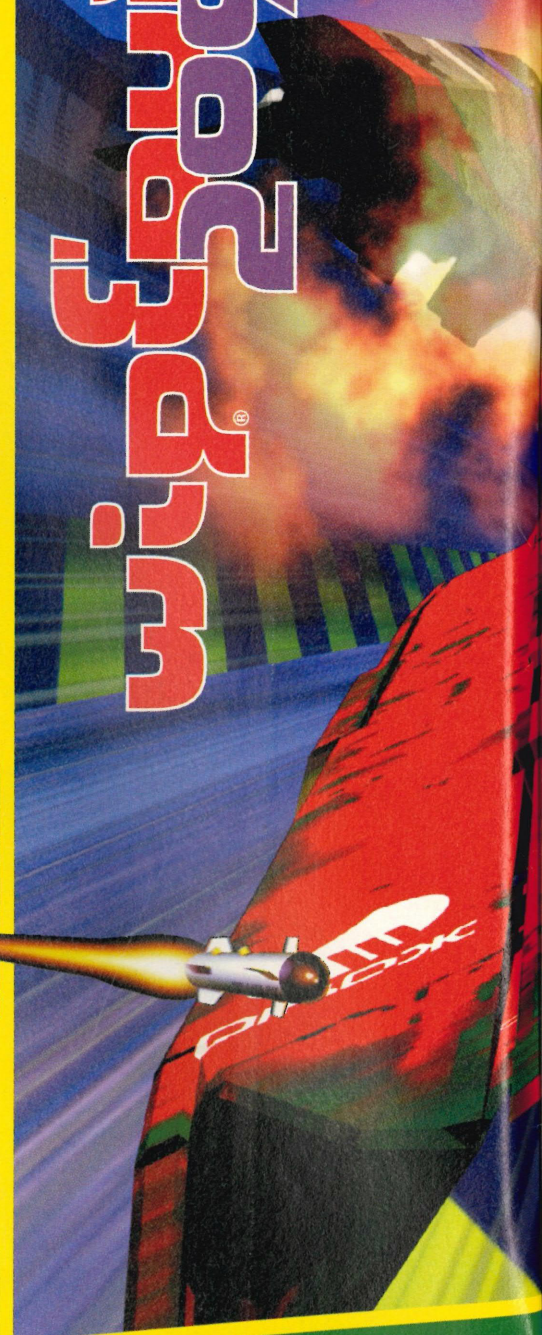
CRASH BANDICOOT

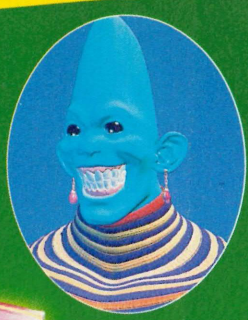
46

SOVIET STRIKE

TIME TO UNLEASH YER CHOPPER!

Helicopter thrills n' spills as we take to the air with Electronic Arts' sortie into the Eastern Bloc. Hit the anti-cyclic controls and spin your way to ***page 46*** *for a full pre-flight check of this top combat blaster! Eat my SCUD Ivanski!*





STAR GLADIATOR

STARS IN THEIR EYES!

Capcom's very first venture into the world of 3D fighting comes under the Mean Machines PlayStation preview cosh this month. Finger a polygonated, texture-mapped finger to ***page 54*** *for the full lowdown on this sci-fi-tastic space beat-'em-up!*

54

TURBO TECHNO RACING IN THE 21ST CENTURY!

Slip into your funky lycra space-race suit thingy, 'cos the sequel to WipEout, 2097, has just handbraked its way into our reviews section. Put your peddle to the metal and accelerate to ***page 32*** *for the most in-depth review of the Psyggies brilliant space-racer!*

WIPEOUT 2097 32

RELOADED 62

LET'S LOCK AND LOAD!

Gremlin's excellent top-down gore-'em-up sequel to Loaded bleeds all over our pages and makes the paper all red and wrinkly! Flip your blood-soaked fingers to ***page 62*** *for our* ***EXCLUSIVE*** *preview and say hello to the gang who sent you psychotic last time they got out of the asylum!*

X2 58

THE X-FILES MEETS INDEPENDENCE DAY!

Major space shooting thrills as we blast into orbit with an ***EXCLUSIVE*** *preview of Ocean's forthcoming entry into the space race! Upgrade that laser, blast that alien insectoid creature that's intent on destroying you, and use his tentacle to sucker your way to* ***page 58!***

WIPEOUT 2097 TIPS GUIDE!

Forget the embarrassment of reversing into dustbins or getting lost on the M25 for days 'cos our in-depth guide to WipEout 2097 will give you the power to defeat Psygnosis' excellent sci-fi racing sim. Check out the front cover and uncover all the official maps and a complete drive-thru for all the ***TRACKS****, including the two secret courses! Yet again Mean Machines PlayStation make you a winner!*

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AND REMEMBER KIDS...
It's better in than out!

PSST!

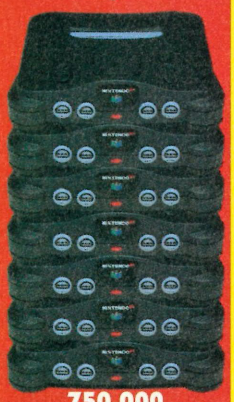
November is upon us and it's time to delve into the latest news in the heady world of PlayStation gaming. Check out the charts for the most up to date PlayStation chart and then peruse Hot Properties for the very, very latest shots of games in development!

PLAYSTATION OUTGUNS N64 IN JAPAN!

A recent sales survey in Japan has revealed that sales of Nintendo's 'dream machine' has dramatically slowed up, while the PlayStation has continued to steam forward. And the Saturn... well here are the stats for those all important Summer sales so far...

SUMMER SALES SO FAR!

950,000

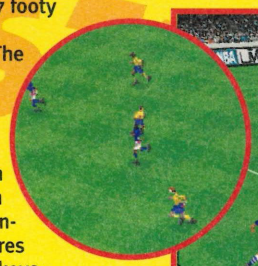


750,000

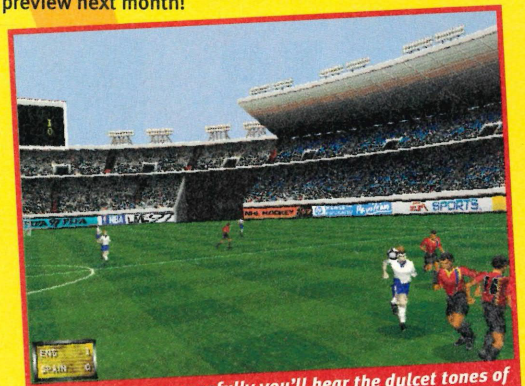
350,000

FIFA FOOTY SHOTS CURL IN!

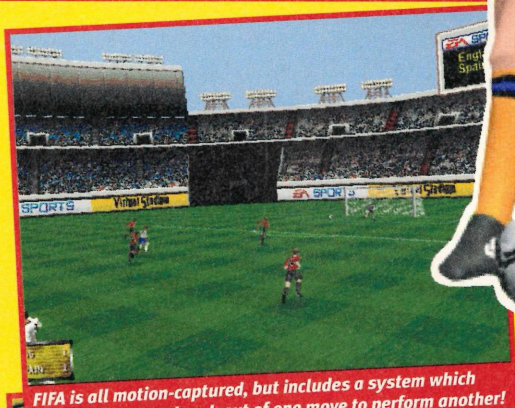
First shots of EA's much lauded FIFA '97 footy game emerge on the edge of the metaphorical penalty box this month. The game, which has undergone a complete overhaul since FIFA '96, features the commentary talents of John 'Motty' Motson, Andy 'Bootroom' Gray and Des 'Join me' Lynham. As with all of the major players in the footy sim arena, the game has had the full motion-capture treatment. However, FIFA features none of yer normal Sunday league donkeys; relying instead on the graceful style of none other than Tynsides main garlic consumer, David Ginola. All of the current Premiership teams are there for you to choose from, as are all of our main European rivals – and you won't be wondering who the hell Charles Charlie Charles is 'cos all of the names are accurate too. Enjoy these shots and look forward to our huge preview next month!



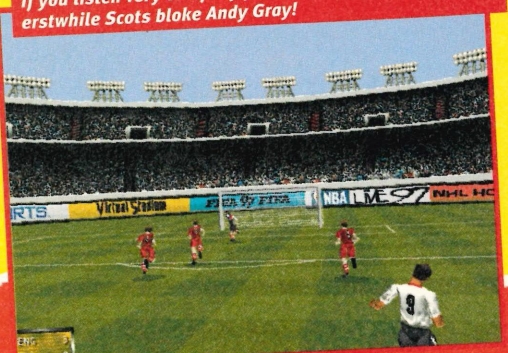
Here's something you wouldn't like – half-a-dozen David Ginola's streaking down the wing at you!



If you listen very carefully you'll hear the dulcet tones of erstwhile Scots bloke Andy Gray!



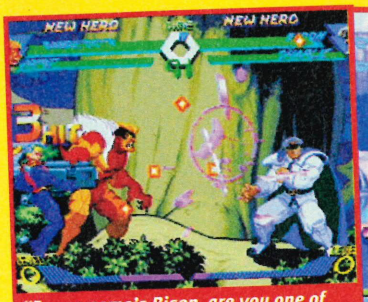
FIFA is all motion-captured, but includes a system which allows players to break out of one move to perform another!



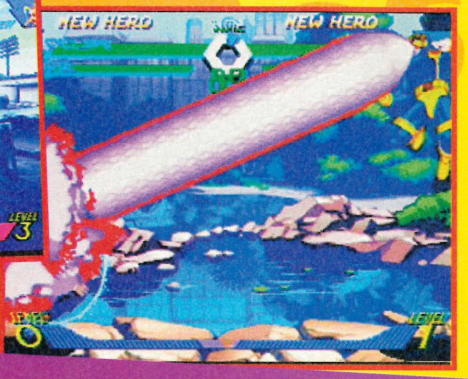
STREET FIGHTER VS X-MEN UPDATE!

These new shots straight out of Japan reveal new facts about Capcom's Street Fighter Vs X-Men. As you can see from the Character Select screen, players can choose from 16 different heroes – eight X-Men and eight SF characters, plus Akuma. To fit in with the X-Men style of play all of the Street Fighter characters have enhanced fireballs and special moves. The game also features Super Moves that, when pulled off, bring another character on-screen and adds their might to the attack!

Gouki decides that enough is enough and gives Juggernaut what for!



"Er, me name's Bison, are you one of those nasty Super-hero type chaps?"



WAR GODS ! KOMBATS 3D COUSIN!

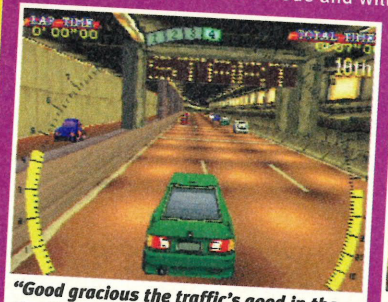
More fightin' news? More beefed up characters prepared to beat the living daylights out of one another in the vain hope of winning eternal life? In a nutshell, yes. Okay, so beat-'em-up plots are never that imaginative, but what is truly exciting about War Gods is the fact that it's Williams' first venture into the dizzy world of 3D! All the action happens in real-time 3D and this new set of characters has nice digital skin textures that eliminate some of that polygon look. It's bumper news for all of you MK fans out there in gameland 'cos its play style is very similar. We can't wait!

3D style Kombat which features this odd bunch of god-like characters!

"Try digesting this bunch of fives you smaller bloke then me you!" BOK!

PENNIES FROM HEAVEN?

Well, not exactly heaven, but Japanese games developers Takara, famous for their Toshinden series of beat-'em-ups, have decided to attack the racing arena with Penny Racers. This cutesy racer asks you to pit your wits against a variety of 'stylised' production motors, driving through all-manner of terrains. Obviously winning is the overall name of the game, but along the way the right results will ensure you earn the cash to make all those enhancements necessary to speed your car up (just like any Essex Halfords on a Saturday). Penny Racers also boasts a split-screen mode and will be released through Sony.



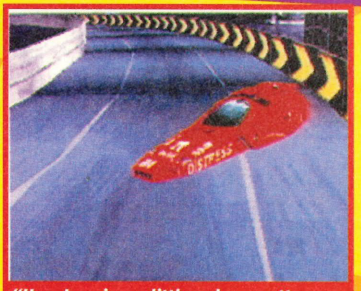
"Good gracious the traffic's good in the Dartford Tunnel for this time of day!"

Split-screen racing is one of the treats on offer in Penny Racers!

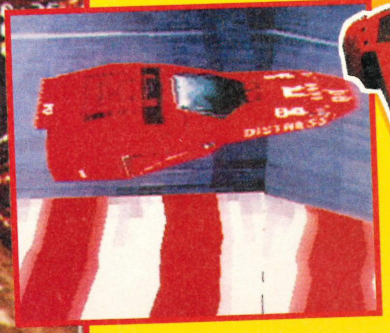
You can't hear it, but every car comes equipped with a personalised horn! PARP!

NEW KONAMI RACER REVEALED!

Those boys at Konami have been working overtime lately, as yet another game emerges Japan side. Speed King has a WipEout feel to it as you race around cyber cities of the future in hover cars. While info is at this stage limited, we do know that you'll be competing against eight other super-futuristic cars over increasingly difficult track. Check out these shots and await further coverage as it emerges.



"Here I am in me little red courgette, can't wait for the other veg style motors!"



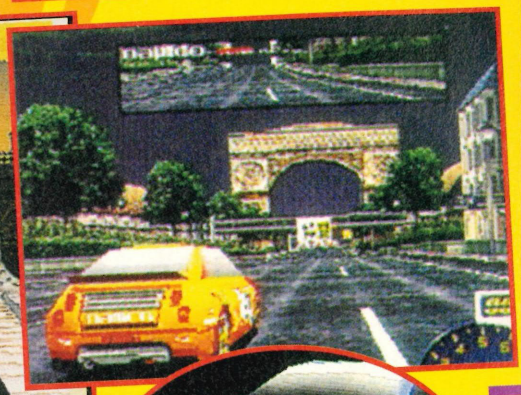
The PlayStation conversion bears witness to its arcade older brother!

PSST!

NEW RAGE RACER SHOTS!

Yep 'Station lovers, the Namco game with no name finally gets christened as fresh shots arrive from the Land of Rising Sun. Rage Racer, as it is officially to be called, includes a range of real production cars and such things as cambers – features that have never been seen before in a Namco racer! Peruse these latest shots and as soon as anything playable emerges we'll have it!

"Got me motor runnin'. Er, head out on the highway!" What do you mean that's a song for motorbikes?"



A nice pink motor! That's what you want if you want all yer mates to laugh at you!

For the first time in a Namco racing game the courses feature cambers for you to deal with!

WIN! WIN! WIN!

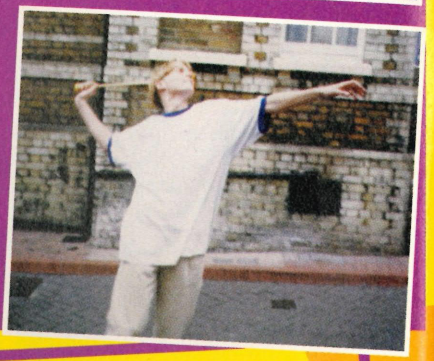
PETE SAMPRAS SIGNED TOPS!

We all know what a top game Sampras Extreme is don't we (MMP #o 89%). Well our mates, the Codies, met up with the new US Masters champion and forced him to sign a load of Nike tops! and guess what, we've got three of these priceless tops to give away to you our dear readers! All you gotta do is answer the question:

WHAT NATIONALITY IS JIMMY 'FLEX' WAGNER FROM SAMPRAS EXTREME TENNIS?

Now send your lovely answers to:

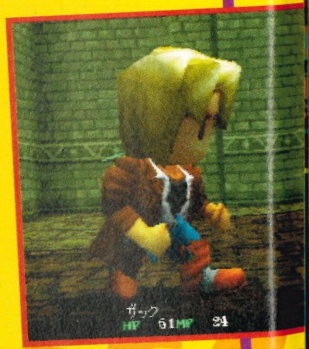
TOP TENNIS
TOP TREAT!
Mean Machines
PlayStation
Priory Court,
30-32 Farringdon
Lane,
London.
EC1R 3AU

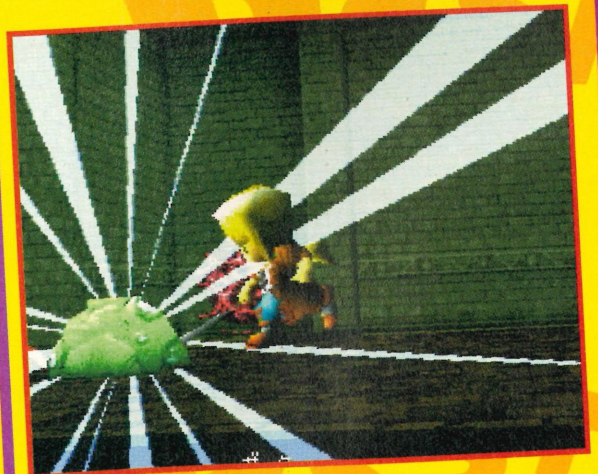


WOT, MORE RPGS?

Last month we took a little glimpse at the Tokyo Games Show '96, but unfortunately there wasn't enough space to show you everything we wanted to. So here's a little insight into one of the most exciting projects shown at the show. Wild Arms is an RPG and has the hallmark and flavour of the classic Zelda games on the Super NES. Obviously the sheer power of the PlayStation allows for 3D fight sequences, transparency effects and jazzy magical attacks. Not to mention a brilliantly addictive soundtrack and absolutely huge play area.

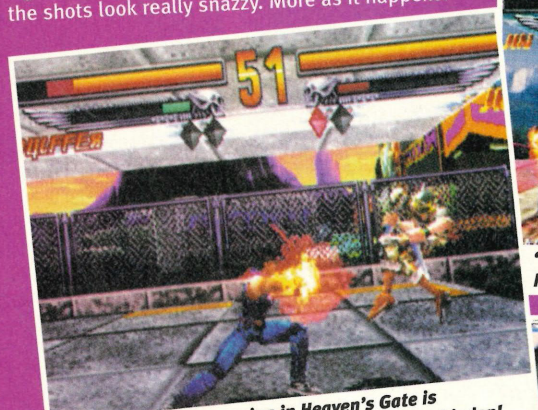
This fantastic 3D occurs everytime you enter the game's combat system!





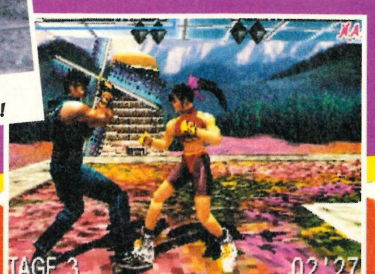
KNOCKIN' ON HEAVEN'S DOOR!

If you cannot satiate your beat-'em-up desires with the likes of Tekken 2, Street Fighter Alpha 2, Toshinden or Mortal Kombat Trilogy (although we'd find it hard to believe) then take a butchers at this. These are the very first shots of Heaven's Gate from Atlus in Japan. It has the look of a Toshinden style game, but, allegedly, has more of a feel of Street Fighter to it. Obviously having not played it yet we can't validate this, all we can say is that the shots look really snazzy. More as it happens!



Some of the light-sourcing in Heaven's Gate is absolutely awesome, outdoing the likes of Toshinden!

"Now yer gonna taste the power of me Fireball thingy!" KAPOW!!



CAPTURE IT!

RETURN FIRE

"A perfect combination of destruction, filthy cunning and devilish humour make this one of the best 2 player games ever made."

C&VG 5 OUT OF 5

"Pure playability."

PlayStation Plus 91%

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PlayStation

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WARNER INTERACTIVE

PSST!

You wanna know when games are due for release and what's happened to those ever-slipping products? Then look no further than the MMP target of prediction...

DECEMBER

NOVEMBER

TUNNEL B1
Ocean are warming up to dazzle you with their incredible 89%-scoring 3D tunnel-fest, and don't forget — we've got the tips book to match next month! Super cool!
OUT: MID NOVEMBER

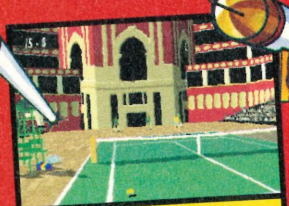
WIPEOUT 2097
Only...a...couple...of... weeks...to...go! If...I...could...just...wait... that...long...without... exploding! Check page 32 for the 95% Red Hot review!
OUT: 25th OCTOBER

STARWINDER
Another game that's sort of crept up on us and been released without us even having the chance to review the bugger. It's futuristic racing laughs ahoy!
OUT: NOW

OUT NOW

RETURN FIRE
Now we've not had the chance to bring you a review of this, but we've played it to death and love it tons — so keep an eye out for it on the shelves!
OUT: NOW

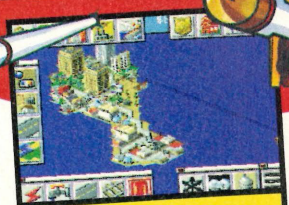
RAGING SKIES
"Chocks away, Ginger!" Bally good show chaps, what say we all nip up in my kite for a quick pop at Jerry? Or, alternatively, play Sony's new game, as reviewed in MMP issue #1.
OUT: NOW-ISH!



SAMPRAS EXTREME TENNIS
I know we keep changing the dates, but so do those crazy Codies! It is worth the wait, and if you don't believe us, check out the 89%-scoring review in issue #0. New balls please!
OUT: 25th OCTOBER

TIME COMMANDO
Low-profile it may be, but by our reckoning it's a pretty tasty little game, and not a title to be ignored. It raked in a cool 88% in our super issue #0 review.
OUT: 27th SEPTEMBER

STAR GLADIATOR
Check out our mega preview on page 54 of this very issue and you'll see that the PlayStation beat-'em-up world is once again about to be well and truly BOKKED!
OUT: BEFORE CHRISTMAS!



SIM CITY 2000
Now I know that you might not think this is your cup of tea (all you adrenalin junkies!) but for longevity and deep strategy, you could do a lot worse than run your own city! Hang on... what's that on the shelf? It's...
OUT: NOW!

STREET FIGHTER ALPHA 2
If you missed our stunning seven page feature last month, you missed a treat! Still, not to worry, according to that nice man at Virgin, we shouldn't have to wait for more than a month for the best beat-'em-up ever!
OUT: NOVEMBER

HMV CHARTS

1.	NEW	FORMULA 1
2.	▼	RESIDENT EVIL
3.	NEW	BUST A MOVE 2
4.	▼	ALIEN TRILOGY
5.	▼	TRACK & FIELD
6.	▼	RIDGE RACER REV
7.	▲	FADE TO BLACK
8.	RE	FIFA '96
9.	RE	THEME PARK
10.	NEW	TOTAL NBA '96

"And there goes the fastest-selling CD of all time! A remarkable performance!"

Following **F1's** stunning arrival (claiming the title of fastest selling CD game ever straight out of **Resident Evil's** hands) the charts have been strangely solid for the past few weeks. **Bust A Move 2** entered the charts straight into the number 2 position, where it held its head high until **F1** pushed everyone down a slot, **Theme Park** and **FIFA '96** keep wandering in and out of the charts, but it's really down to the same big players, namely **Resident Evil**, **Alien Trilogy** and **Track and Field** juggling around in the top five. However, what with this being the chart of a decent machine with plenty of fresh releases (ie NOT the SEGA Saturn) things are always on the move, so keep your eyes open for the likes of **Die Hard**, **Return Fire**, and **Sim City 2000**. See you next month!

MEAN MACHINES PlayStation RECOMMENDS

WIPEOUT 2097

RETURN FIRE

SOVIET STRIKE

I DON'T DO THINGS BY HALVES.

OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

I USE **OXY DAILY CLEANSER** TWICE A DAY TO GIVE MY FACE A REALLY GOOD WASH. IT **CLEANS OUT THE DEEP-DOWN DIRT** FROM MY PORES AND HELPS TO PREVENT SPOTS BY **KILLING THE BACTERIA** THAT CAUSE THEM. **SPOTS? OXYCUTE EM!**

HOT! PROPERTIES

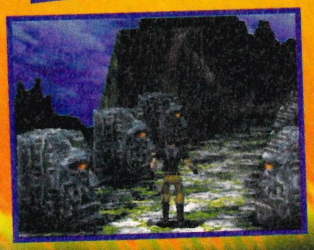
Egads! But there's tons going on for the PlayStation right now! Let us once again consult the all-knowing Mean Machines PlayStation crystal ball...

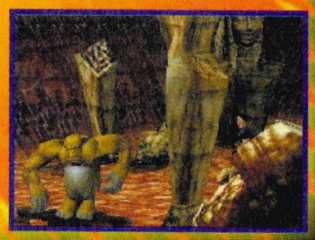
3D PITFALL

ACTIVISION

3D Pitfall has its origins buried deep in the past. I think I was but a wee laddy when I first cast my eyes upon the first Pitfall game, and to suggest that the concept has come of age is to say the least! Tons of Resident Evil and Tomb Raider-esque action ahoy!

RELEASE
TBA





POWER MOVE PRO WRESTLING

ACTIVISION

Some import-following readers might recognise this as the Japanese title, Touken Retsuden — and what a giggle it is! Now's your chance to relive those 'great' Big Daddy Vs Giant Haystacks moments, as the Activision crew come good. Leotard laughs come on!

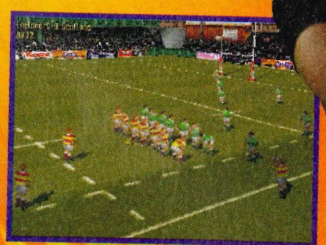
RELEASE
November '96

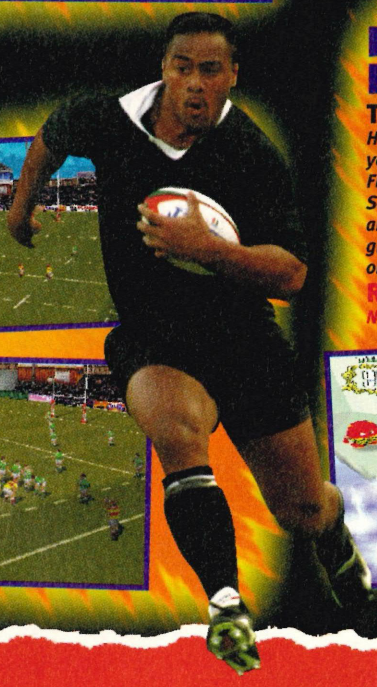
JOHNA LOMU RUGBY

CODEMASTERS

Joanna Lumley? Where? Ten years ago a mad professor took a tree trunk and stuck legs on it. The result — Johna Lomu! Having seen this at a recent trade show, I can honestly say that it looks superb! To think — a sport that we've not had on the PSX yet! Wow big guys!

RELEASE
February '97



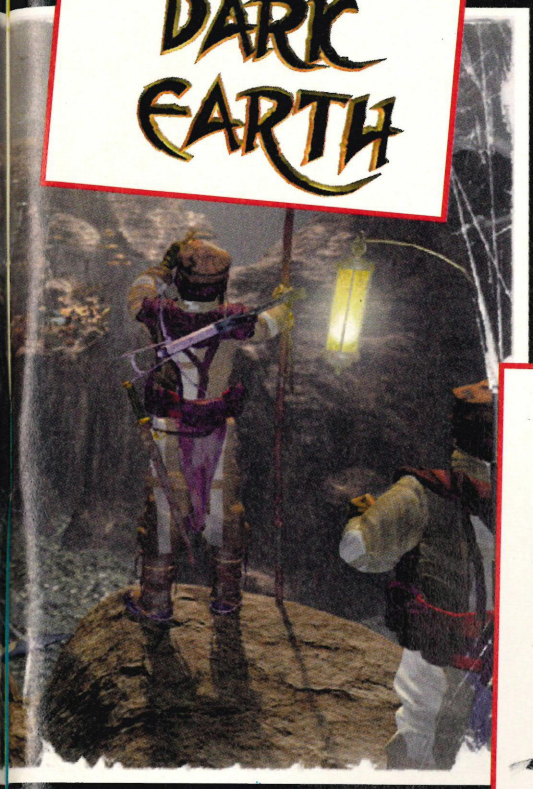


FLOATING RUNNER

THQ

Having appeared earlier in the year as an import release, Floating Runner is a sort of 3D Sonic — only with a slower pace and more thought involved! Neat hi-res graphics and cutesy game play make this one to look out for in the near future.

RELEASE
November '96



DARK EARTH

MINDSCAPE BORDEAUX

A completely unexpected and completely stunning Resident Evil-esque romp from some jolly clever Frenchmen, no less. The world is a grim place, and as such any land bathed in light a sacred ground. This looks VERY nice indeed!

RELEASE
TBA

SYNDICATE WARS

BULLFROG/EA

Syndicate has been a major success on a number of formats in the past, and the next stage in the game's evolution, Syndicate Wars, is dragging its grim and sinister body towards us in a Blade Runner fashion as we speak. Oh mummy please help!

RELEASE
January '97

DUNGEON KEEPER

BULLFROG

An inventive product that has been cursed to exist in production hell for about a year now! It's all your favourite RPG dungeon shenanigans, only this time YOU'RE the baddy! Yep, place your evil creations and traps in an attempt to stop the computer-controlled heroes. Clever stuff, non?

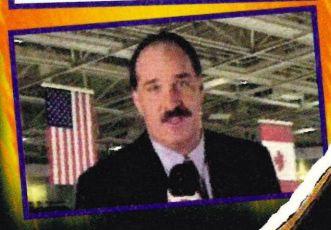
RELEASE
XMAS

NHL '97

EA

The NHL legacy continues, with next year's title already knocking about and — if I do say so myself — looking very dandy indeed! It contains all the ice rink action you've come to know and love, only with some stunning graphics AND that damn annoying tinny organ music to boot!

RELEASE
November '96



CASPER

INTERPLAY

Boo! Yes it's our old friendly ghost chum, Casper — and he's come to play arcade/adventure games with us! It's all the standard 'find key for door' fare, only with a transparent character. You have to wonder why a ghost would need keys though, don't ya! Ho-hum.

RELEASE
September 25th

PGA '97

EA

Another EA annual event, PGA's next installment is on the way, resplendent in it's latest new overcoat. All the usual reactions tests and club knowledge will be called upon, only now it's presented in special 1997-O-Vision! Cool.

RELEASE
November '96

NIGHTMARE CREATURES

MINDSCAPE BORDEAUX

Another French production unveiled at the recent ECTS, Nightmare Creatures is a bit more straight action-based than Dark Earth, with lots of running around and lots of running away! (Just wait 'till you see some of these monsters er, in the flesh!)

RELEASE
TBA

PLAYPEN!

"Hi-ya gang! Joy here with another month's worth of your groovy artwork and letters to sift through. We've had tons of your piccies this month, so I'm gonna zip up and we'll take a stroll through our gory gallery (don't you guys go a bundle on fightin' titles!) in a Tony Hart-type way. Later 'Station lovers!"

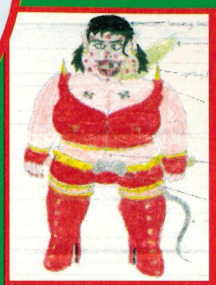
PHOTO MISFITS!!

Fancy winning a fiver off Simon? Well, all you gotta do is send in photos of you dressed up as a games character or your fave movie stars as they appear in your fave movies. Also, if you've got a celebrity look-a-likey mum, dad, sister or neighbour send them in and tell us who they're supposed to look like. We'll print the best and then force Si to send you five of his Earth pounds.

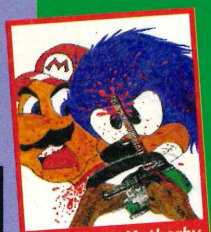
OI SIMON! GIVE ME FIVE POUNDS!, Joy's Pad, Mean Machines PlayStation, EMAP Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

WINNER!

Stuart Cowie from Bristol aged 14 wins with this well-tanned pic of Heihachi. Cool.

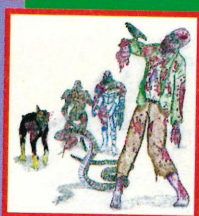


Joy's Rival by William Lee from Cheshire.
NAME: Sassy Saturn
AGE: 23
VITAL STATS: Fat, spotty & very bad breath.
ADDRESS: A cheap Saturn box in cardboard city.
FAVE GAME: Any crappy Saturn Game.
*LIKES: The three S's: Sega, Saturn S*X!!*
DISLIKES: Joy from Mean Machines Playstation.



By Mathew Motherby from Hull. Nice one!

Wolverine by Karl Whitfield.



Res Evil Matthew Austin aged 13 from Bolton.

Mortal Kombat 3 by Nathan Kite from Wick, Bristol.

QUESTIONS! QUESTIONS!

Dear Joy and Si
Would you please answer my questions:
1. On X-Men Children of the Atom how can you get the hidden characters mentioned in your preview?
2. I think the best character is Wolverine, who do you like?
3. Can you be Juggernaut in COTA?
4. Do you know if the X-Files game is going to be any good?
5. Why did Capcom axe Fei Long in Street Fighter Alpha?
6. Is Loaded worth buying?
7. Which football game would you recommend me to buy?

Scott Palmer
Thornbury
Devon

Joy: I'll take these Si, you take it easy this month. Right Scott here's yer answers:
1. You'll see it featured in Cheats soon. Keep 'em peeled!
2. Cyclops and Ice Man.
3. Not on the UK version and the only reason you play Juggs on the import version is because of a bug!
4. Yes and no.
5. Because he wasn't worth the pixels he was made from!
6. Yes.
7. Olympic Soccer.

MORE OF THE SAME!

Firstly, congratulations on a brilliant new mag, it's a bargain. Now I'll get down to the questions:
1. With all the nostalgia-type retro games reemerging, do you think that Rollercoaster, that ancient Spectrum game, will ever arrive on the 'Station?
2. Don't you think that Broken Sword looks totally brilliant?
3. Will Chase HQ or something similar ever come out?
4. Finally, what has Bullfrog got up it's sleeves for us after Theme Hospital?
Cheers for listening and keep up the good work.

George Williams
Greetland
Halifax

Joy: Blimey, more questions for my blonde brain to wrestle with, right:
1. No.
2. Yes.
3. I doubt it.
4. Flip, there's Syndicate Wars and Dungeon Keeper for starters!

FLATTERY'LL GET YOU EVERYWHERE!

Dear Joy
Congratulations on a great mag. I bought it at first for the Res' Evil guide, but the magazine is excellent as well. I would prefer more text in the reviews, but the depth more than makes up for it. Anyway, there's a lot of noise about Sony bringing out data discs for some games. If this is happening what games will they appear on and how much will they cost. Thanks for your help and keep up the good work.
Graham Higgins
Essex
P.S. Will you be doing a MK Trilogy guide?

Joy: No news on a hardware upgrade or the games yet. And come on, you got MMP for little ol' me, not the tips books!

SCORE WITH JOY!

You lot don't half get the hang of a game quickly! One minute no-one can score over 16,000 and the next thing you know everyone's breaking records every five seconds! Good stuff, and well done to all our competitors. I think we'll have one more month of International Track and Field and then move on. In the meantime, let me know what game you think we should do next. Be seeing you...

SCORE-A-MORE, Joy's Pad, Mean Machines PlayStation, EMAP Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

COMPETITOR	100m SPRINT	LONG JUMP	HAMMER	TOTAL
ALAN SKENE	6.92 seconds	11.65 meters	108.63 meters	18605
PAUL HAWKINS	7.43 seconds	10.90 meters	106.78 meters	17707
DAVID FORBES	7.47 seconds	10.62 meters	110.28 meters	17450
PAUL WAKEFIELD	7.96 seconds	10.15 meters	98.45 meters	16043
OUR LAD, MATT	8.01 seconds	10.21 meters	106.45 meters	15125

PLAY-DOUGH

Virgin INTERACTIVE entertainment

If you wanna win a top game from my big chums, Virgin, then get cracking and send me your artwork and letters. Send your letters to:

I CRAVE A FREE GAME OF MY CHOICE! Joy's Pad, Mean Machines PlayStation, EMAP Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

REMEMBER: Write down which Virgin game you'd like to win if I choose your letter or drawing as my fave of the month. Even if you don't win I love to read your mail.

Another month drifts by and still I'm gettin' completely outgunned by Joy's six-shooters. I suppose I'd try harder, but she's such a sweet er, girl. Anyway, keep sending in your letters and art, and I look forward to seeing your celebrity and game photos! See you next month in Joy's Playpen!

MEAN TEAM

THE EXCLUSIVE MEAN MACHINES PLAYSTATION READERS' CLUB!

Yo! listen up. Now you have collected three tokens you can JOIN the MEAN TEAM for FREE! So what are you waiting for? Plus, the first 500 members get an exclusive Codemasters Micro Machines V.3 goodie pack!

Micro Machines V3

SO, WHAT DO YOU GET?

Mean Team club members get:

1. **A MONTHLY NEWSLETTER** with all the hottest PlayStation news from the Editor, Simon Clays.

2. The Chance to **WIN THOUSANDS** of pounds worth of fabulous prizes from Funsoft, Gremlin, Electronic Arts, Mindscape, GT Interactive, Acclaim, Warner Interactive, Telstar, Virgin, Joe Bloggs, and Ever Ready!

WHAT TO DO IF YOU DON'T HAVE 3 TOKENS?

If you've already collected the 'bonus' and the standard from this issue, here are some tips on how you might go about collecting the third token:

1. Steal one off a friend. Well, an ex-friend 'cos if they catch you there's no way they'll be mates with you again!
2. Make a worthwhile investment, purchase a second copy of this issue from your newsagent.
3. We also published tokens in issue zero and issue one, so if you missed out then get on the blower and dial: 01853 435350 and you'll be able to buy a back copy for just £3.50 of your Earth cash!

To ensure you don't miss the collectable tokens, subscribe today or ask your newsagent to reserve you a copy every month.

HOW DO YOU JOIN?

1. Simply send three tokens from ANY of the first three issues, along with your name, address and telephone number to: The Mean Team, Marketing Department, Mean Machines PlayStation, EMAP Images, 30-32 Farringdon Road, London, EC1R 3AU.

Name: _____

Address: _____

_____

_____

_____

Telephone number: _____

MEAN MACHINES PlayStation TOKEN

MEAN MACHINES PlayStation BONUS TOKEN

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Oi! Newsagent,
Do us a favour and save me a copy of Mean Machines PlayStation every month. Pretty please oh vendor of news and sweets!

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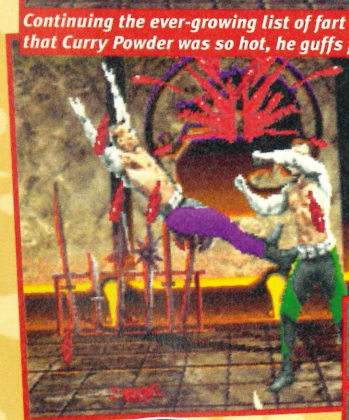
REVIEW

MORTAL KOMBAT TRILOGY

Considering the amount of times the Mortal Kombat theme has been milked, the programmers must have sore fingers and lots of full pint bottles. Rumour has it, dairy farmers everywhere are preparing to sue!

A games company releases a violent game or a controversial advert and what happens — the British public goes mad. For example: take the Resident Evil ads and the ensuing palaver about teaching kids how to kill and maim; corrupting their vulnerable minds. Well that is, quite frankly, cobblers! What about when they show an Arnie film on the box, where he spends an hour and a half killing real live people and not just a few pixels on a computer? "Come on son, stop playing that awfully violent game. The new Arnie film is on and he's just ripped someone's arms off. Oh, and bring me the popcorn while you're at it, eh." is probably a common conversation in many family households. So what ever will they make of this new version of MK? I seem to think 'outraged,' 'shocked' and 'horrified' will be words voiced by angry mothers to Points of View. Ahh, what do the old codgers know anyway?

Continuing the ever-growing list of fart gags... Blimey, that Curry Powder was so hot, he guffs fireballs!



What an uppercut! Bits of leg, arm, intestines and brain go everywhere!

WELCOME HOME!

Since the last PlayStation outing of Mortal Kombat, the total number of playable characters has practically doubled! It's seen the return of old characters who were selectable from previous versions, others who were in the games but not playable, not to mention some of the bosses. Here are the characters who were playable in earlier versions, but failed in their attempts to make PlayStation MK 3.

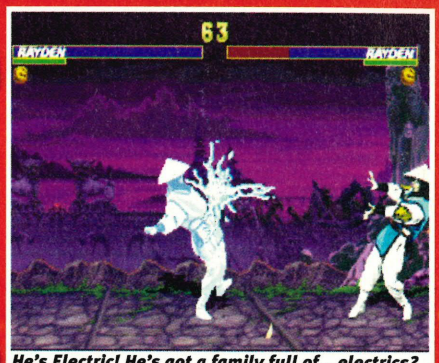
BARAKA

One of the most popular and funniest characters, yet surprisingly only made his way into MK 2. Razor sharp, er... razors (d'oh!) on the end of each fist provide ample opportunity for a bit of slicing and dicing, but just don't ask who his dentist is!

The only advantage of having claws that big, are that you'll never need a can opener again! Cool.

RAYDEN

The God of Thunder returns to the fold having been left out of Mortal 3. All his standard moves are unchanged, so the electricity attack and the push-me-along-on-the-skateboard move both make a return. Oh, and his lamp shade hat is back too.



He's Electric! He's got a family full of... electrics? He's done things I never expected, like eat pies!

JOHNNY CAGE

The newest thing about Johnny is that they got in a completely new actor as the other bloke decided that he would rather star in dog food commercials and a few crap American sitcoms. Or maybe he got fed up with knocking people's blocks off!

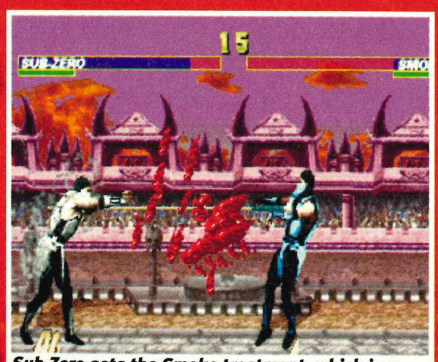
Johnny's shadow kick is very useful in close range fighting. As is a gun. But he doesn't carry that!

SCORPION

Completely omitted from MK 3, Scorp' returns this time an altogether meaner bloke, and now makes use of a blinkin' great axe! However, he still retains his 'Toasty!' flame fatality and the trusty 'Get over here!' spear to please fans from earlier games.

CLASSIC SMOKE

Having now obtained two forms – the robot version and this, the standard ninja – both Smokes are selectable from the off. The reason for including him is strange as he plays almost identical to Scorpion! Just an excuse for more characters, I guess.



Sub Zero gets the Smoke treatment, which is a great spear stick into his chest. Breath in now!

REPTILE

The secret character from the original Mortal Kombat — who you fought in the pit — returns once again after going MIA in 3. His Acid Puke fatality is particularly amusing, as is his animality, where he turns into a gibbon and chases you off the screen!

The background they are fighting on is one of the pit stages, called the Bell Tower. Interesting eh?

REVIEW

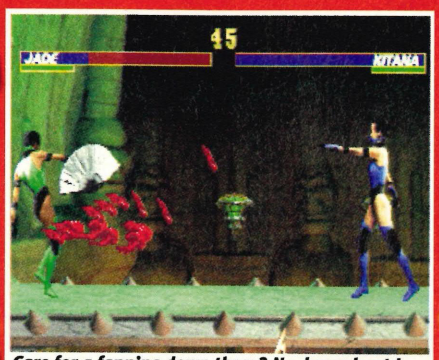
CLASSIC SUB ZERO

The second classic to get a bit of a reworking, old Subby-boy is back in his fashionable blue ninja uniform, as well as his human alter-ego. He is principally the same as the MK 2 version, with the floor freeze still in his arsenal of moves.

Right, remember to feed him at seven o'clock, he needs an hours sleep at nine, and swap nappies!

KITANA

Having been convicted of high treason for killing her evil twin, Mileena – who was later bought back to life – Kitana has entered the tournament to warn Sindel, the bride of Shao Kahn, that all is not what it seems, and Mileena is after her. Eck!

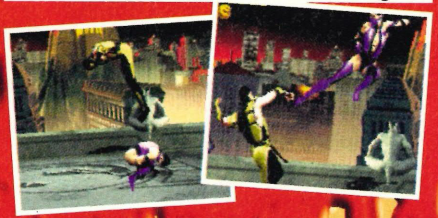


Care for a fanning down there? No, how about I chuck it at you, hopefully ripping off your head?

MILEENA

Did you know that the lovely Mileena actually hides a hidden secret? She hails from the same race as Baraka, as under her mouth mask she hides the same minging set of laughing gear as him. Oh, and she spits nails as well. Charming.

Good toes, bad toes, pointy toes, toes with corns on. Ahh, the life of a ballet dancer can be tough.



ERMAC

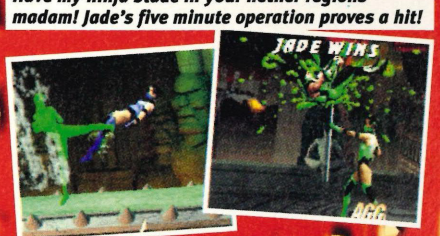
Having caused a huge stir in MK 3 – because an error in the coding produced the words 'Ermac' on screen – the programmers decided to make an actual character of him. He has the standard ninja attacks of fireballs and teleports, etc, etc.

Ermac is a lightening fast character, especially when you activate his teleport move. Awesome.

JADE

Jade was another of the unplayable secret characters from MK 2, who was represented by the question mark on the 'Choose your Destiny' tower. Using projectiles against her is tough as she can turn invincible for a vital few seconds.

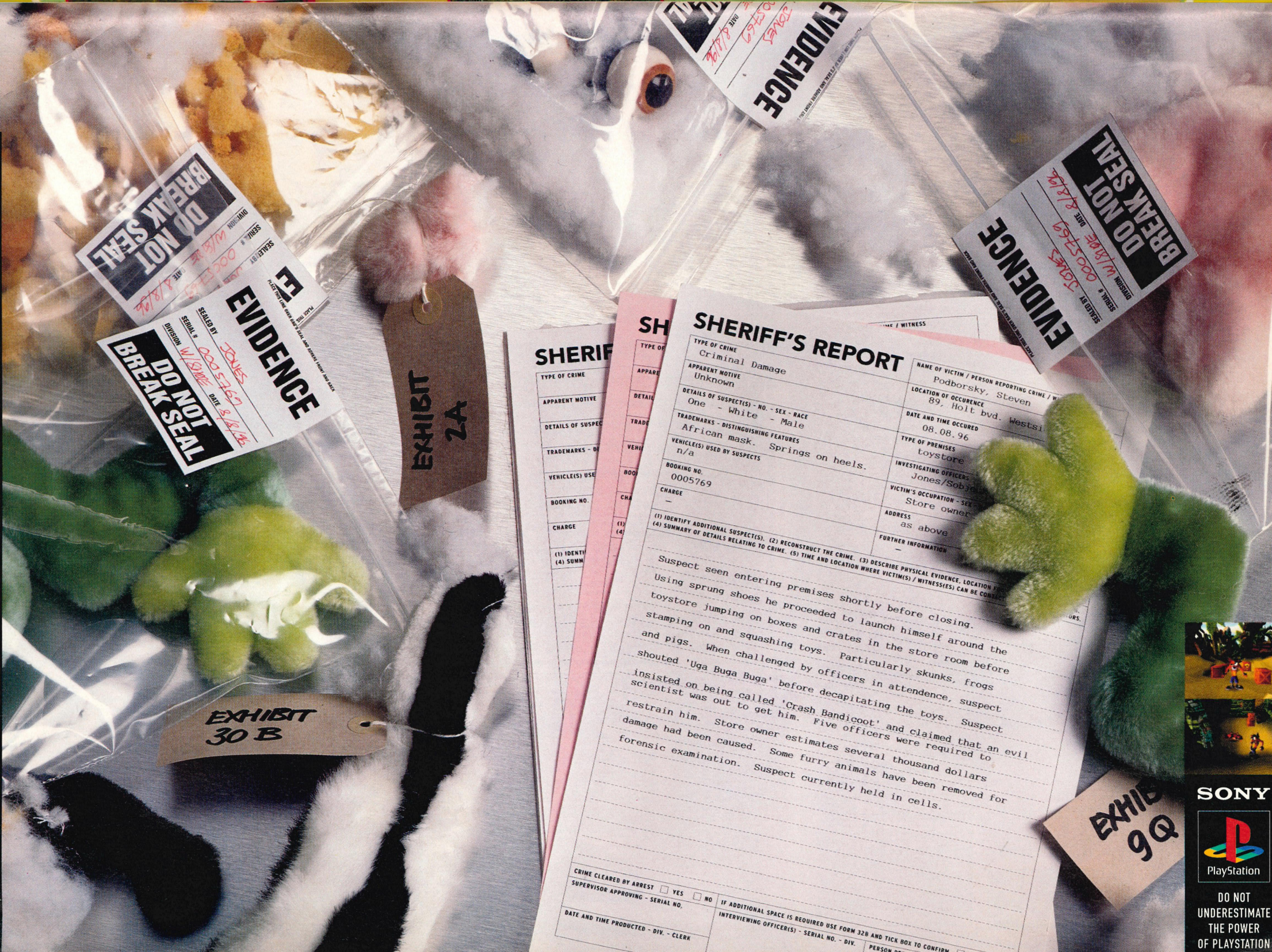
Have my ninja blade in your nether regions madam! Jade's five minute operation proves a hit!



SMOKE

Having only been accessible via a cheat in MK 3, Smoke has also made the transition to a fully fledged kombatant. He has a good range of moves, and his seven hit combo is extremely effective — especially when performed correctly!

Green blood... you are not of this planet, so you must be... THE SPAWN OF SATAN!!! Die fool!


DO NOT BREAK SEAL
EVIDENCE
SEALED BY JONES
SERIAL # 0005769
DIVISION W/BOBE
DATE 8/8/96
EXHIBIT 2A
EXHIBIT 30 B
EXHIBIT 9Q
SHERIFF'S REPORT
TYPE OF CRIME
Criminal Damage
APPARENT MOTIVE
Unknown
DETAILS OF SUSPECT(S) - NO. - SEX - RACE
One - White - Male
TRADEMARKS - DISTINGUISHING FEATURES
African mask. Springs on heels.
VEHICLE(S) USED BY SUSPECTS
n/a
BOOKING NO.
0005769
CHARGE
—
NAME OF VICTIM / PERSON REPORTING CRIME / WITNESS
Podborsky, Steven
LOCATION OF OCCURENCE
89, Holt bvd. Westsi
DATE AND TIME OCCURED
08.08.96
TYPE OF PREMISES
toystore
INVESTIGATING OFFICERS
Jones/Sobje
VICTIM'S OCCUPATION - SEX
Store owner
ADDRESS
as above
FURTHER INFORMATION
—
(1) IDENTIFY ADDITIONAL SUSPECT(S). (2) RECONSTRUCT THE CRIME. (3) DESCRIBE PHYSICAL EVIDENCE, LOCATION
(4) SUMMARY OF DETAILS RELATING TO CRIME. (5) TIME AND LOCATION WHERE VICTIM(S) / WITNESS(ES) CAN BE
Suspect seen entering premises shortly before closing.
Using sprung shoes he proceeded to launch himself around the
toystore jumping on boxes and crates in the store room before
stamping on and squashing toys. Particularly skunks, frogs
and pigs. When challenged by officers in attendence, suspect
shouted 'Uga Buga Buga' before decapitating the toys. Suspect
insisted on being called 'Crash Bandicoot' and claimed that an evil
scientist was out to get him. Five officers were required to
restrain him. Store owner estimates several thousand dollars
damage had been caused. Some furry animals have been removed for
forensic examination. Suspect currently held in cells.
CRIME CLEARED BY ARREST YES NO
SUPERVISOR APPROVING - SERIAL NO.
DATE AND TIME PRODUCED - DIV. - CLERK
IF ADDITIONAL SPACE IS REQUIRED USE FORM 328 AND TICK BOX TO CONFIRM
INTERVIEWING OFFICER(S) - SERIAL NO. - DIV.
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

REVIEW

A NEW FIGHTER HAS ENTERED...

Here are the six new characters that have become playable for the first time on PlayStation! The four bosses are all hidden away as Kombat Kodes and cheats!

RAIN

Not so much of an error as Ermac, more a wind up by the programmers in Ultimate MK 3. Messages would appear during the game that said rain could be found in the graveyard, when in actual fact he was never a playable fighter anyway!

As with most of the Ninja characters, Rain has a standard fireball move. If it hits, it'll stun you.

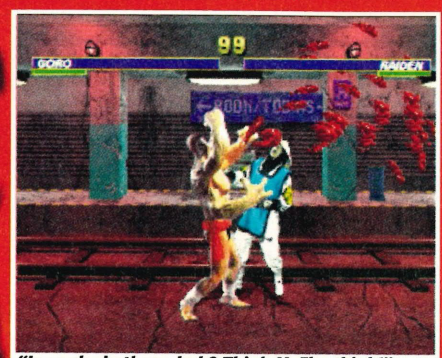
NOOB SAIBOT

Yeah, you should all know this one by now. Noob is Boon backwards, and Ed Boon is one of the programmers, and Saibot is Tobias – who is John Tobias, another of the head coders. Fighting against him is rock hard, because of his speed.

This fireball is the work of demons, as it stops your enemy from performing any special attacks!

GORO

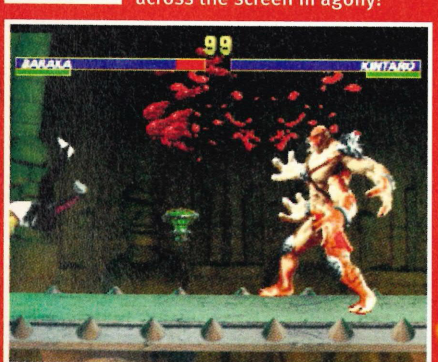
The four armed monster is back, and fully playable. His power is immense, but the only bummer with him and the other bosses is that they have no fatalities or finishes or... anything! About as much use as an ash tray on a motorbike, mate!



"Is anybody there, huh? Think McFly, think!" Sorry, I slipped into Back to the Future m ode! Tsk.

KINTARO

Hailing from the same race as Goro, this fella is, again, fatality-less and suffers as a result. It's only worth picking these guys for a bit of a laff in two player mode. His hold and punch move will send you flying across the screen in agony!



You know what they say about people with big hands don't you? They have big gloves.

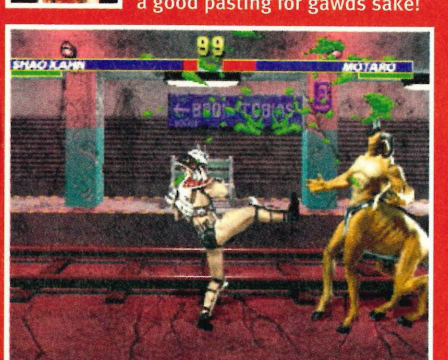
MOTARO

Half-man half-horse and crap. He is also THE cheesiest kombatant EVER to fight against. His combination of fireball and buckaroo-style kicks will soon make mincemeat of you, and have you cursing every time you lose to him. Someone get me a saddle!

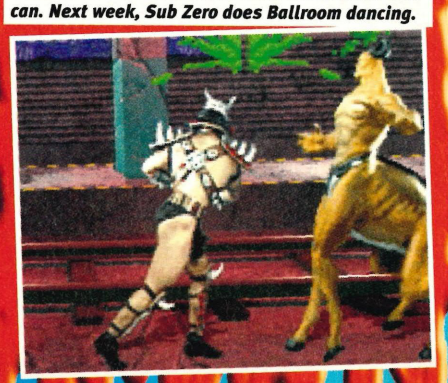
To try and scupper Motaro's attacks, you could try fireballs, or feed him a carrot. Tough choice huh?

SHAO KAHN

The ruler of the Mortal Kombat tournament, and the only person that stands between you and Outworld domination. He has a nasty habit of standing around pointing a lot, shouting "You will die!" So give him a good pasting for gawds sake!



Hello and Welcome to Shao Kahn teaches the Can-can. Next week, Sub Zero does Ballroom dancing.



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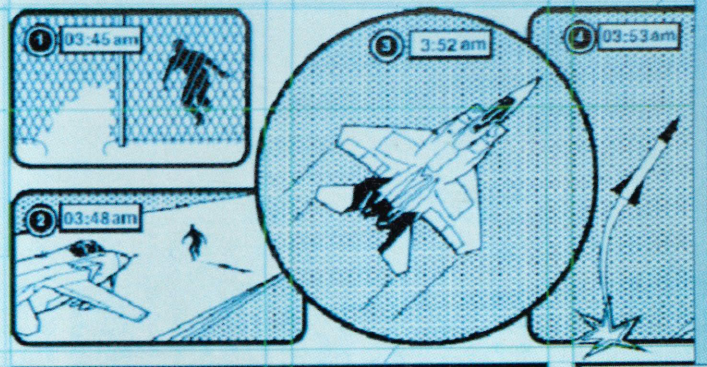
Front Page 07/27/96

Chicago Herald

$1/25¢ SATURDAY JULY 27 1996 CHICAGO'S LARGEST

Untrained Pilot Steals $45m Jet Fighter

Congress calls for resignation of Defence Chief of Staff



THE F-15D EAGLE HAS A LONG REACH CAPABLE OF KNOCKING DOWN A TARGET AT RANGES IN EXCESS OF 20NM USING AIM-7M SPARROW SEMI-ACTIVE RADAR-GUIDED MISSILES.

By Frank Schmitz
Staff Reporter

UTAH – Congress have called for the resignation of Sidney Pouch, Defence Department Chief of Staff following what seems to be an unprecedented and embarrassing breach of security at Fort Jefferson Airbase, Utah.

A Pentagon source revealed how a man broke through a perimeter fence at 3.45am Friday and climbed into a waiting F-15D Eagle.

The plane had just been re-fuelled for a service flight and ground staff were unable to stop its take-off. Four USAF pilots responded to the alarm and gave chase. Radio contact was established at 3.52am. This is an extract of the dialogue taken from the transcript:

Pilot 1: "You are in grave danger. Please alter course and return to base."

Fugitive: "No way, man... this is Raging Skies."

Pilot 1: "We will be forced to fire. I repeat please comply with previous request."

The pursuing USAF F14-D Tomcat fighters launched air to air missiles. However the target aircraft out-manoeuvred the weapons and disappeared from radar screens.

Five hours later, after landing in a deserted airstrip in Isley, a town close to Toronto, Stephen Brieley, a 32 year old mature student, turned himself over to the authorities. The suspect claimed to have no recollection of the incident when questioned by CIA security officials. However, the truth to how he learnt his flying skills may lie in one line of the transcript: "this is Raging Skies."

Raging Skies, is a Sony PlayStation video game involving F-15D Eagle fighters. Pentagon top brass is analysing what appears to be the world's first case of a pilot trained solely by video technology.

The Chairman of PlayStation was unavailable for comment.

Page 1

The F-15D F-15D Eagle has a long reach beam capable of knocking down target at ranges in excess of 20 ~~nm~~ miles using AIM-7M

SONY

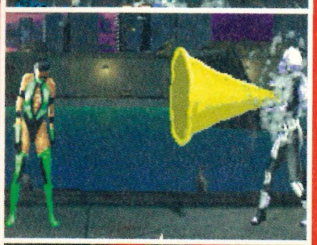
PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

REVIEW

TOWER OF STRENGTH?

One robot – Smoke – and one mission: to become leader of the Outworld. Will he succeed or will he fail? Join me as we take a grandstand view to find out...



CHOOSE YOUR DESTINY

And now, the end is near, it's time to face, the final curtain. Well done.

Horsey bloke is rock! You'll probably waste loads of credits so be patient.

For endurance, you have to fight two characters, with one energy bar!

Getting closer... Sheeva had other ideas though. Ouch, my head!

Humiliation! She came, she saw, she left with a blinkin' Friendship. Ha!

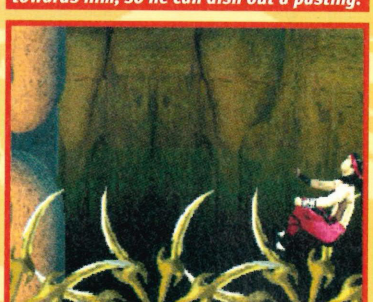
Bring 'em on! Liu Kang is next in the firing line, and he didn't last long.

Having dropped a bomb inside Kitana, your replica Smoke is next. Gulp!

Not one for the squeamish this game, but complete raving nutters will love it!

Cyrax's net move sucks opponents in towards him, so he can dish out a pasting.

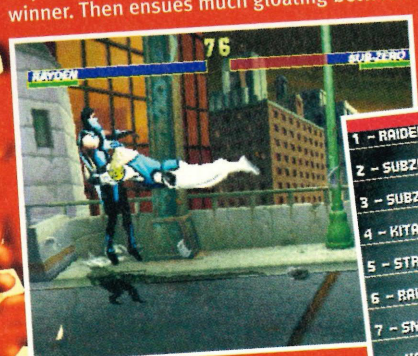
Kabal's saw move churns out the blood when it hits, but for some real carnage...

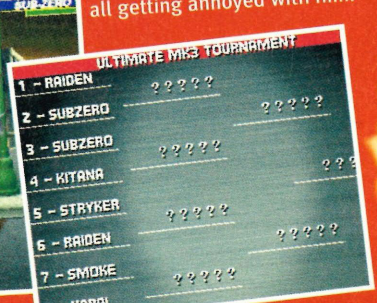


...knock somebody down to this pit! This is Liu Kang before he turns into cat food.

AND THEN THERE WERE EIGHT!

And if the 2-on-2 wasn't enough for you, bring more mates around and have an eight player game, courtesy of the Tournament Kombat. It works in a knockout fashion, where contestants number one and two fight each other to play the winners of three and four, and so on until there's an outright winner. Then ensues much gloating between Kombat champion and his loser mates, and probably a real fight after because they're all getting annoyed with him.





IN CONFIDENCE

PER/03

ST. LOUIS POLICE DEPARTMENT - FORENSICS

Section	C-11	Officer	T. JAMES
Case #	SLP 376-C-59	Exhibit ref.	531055
Date	29 AUG 1996	Time	15.13

Case #	SLP 376-C-59	Exhibit ref.	531056
Date	29 AUG 1996	Time	15.13

JB-C0960

To fix remove covering strip - Please align accurately

COPY

Night duty covers at least the hours between midnight and 6 a.m.

Officer

Mrs/Miss

HOSPITAL

DEPT/ WARD

conditions of my employment and I have read and t from my earnings, charge(s) for services provided

81-11-01

ST. LOUIS HOSPITAL FOR THE CRIMINALLY INSANE

PSYCHIATRIC COURT REPORT

ALL SECTIONS MUST BE COMPLETED

DATE: 04-22-96	TIME: 14.45	PATIENTS NAME: MAGUIRE, RAY KEITH				NUMBER: 7524-60	
RACE: BLACK	BIRTHPLACE: ATHENS, GEORGIA	AGE: 19	DOB: 05.10.76	SEX: M	HGT: 5'9"	WGT: 190	
WARRANT NO.: 79113J	COMMITMENT NO.: 46201	COURT: ST. LOUIS COUNTY					
SIGNATURE OF CONSULTING PSYCHIATRIST		APPROVED					

CRIMINAL CHARGES AGAINST DEFENDANT

1. DAMAGE TO PROPERTY

MR MAGUIRE ADMITTED PAINTING MOTHER'S, FATHER'S AND NEIGHBOURS' CARS WITHOUT THEIR PERMISSION. HE TOLD THE POLICE THE CARS HAD TO BE "TOONIFIED" AND THAT THEY WERE MORE 'FUN THAT WAY'. (SEE PHOTOGRAPHIC REF NO. 679)

2. RECKLESS DRIVING

MR MAGUIRE WAS STOPPED BY POLICE ON 03.13.96 AS HE PROCEEDED DOWN HIGHWAY 17. HE WAS DRIVING RECKLESSLY AND THROWING MUSHROOMS, ALARM CLOCKS AND JEWELLERY BOXES FROM HIS CAR WINDOW.

MENTAL STATE EXAMINATION

MR MAGUIRE WAS IN A HIGHLY EXCITABLE, MANIC STATE. HE APPEARED TO HAVE LOST ALL TOUCH WITH REALITY AND BELIEVED HE WAS A CARTOON CHARACTER LIVING IN TOON TOWN. HE PRETENDED TO DRIVE AN IMAGINARY CAR ROUND THE ROOM, SHOUTING THAT THE 'PENGUINS' WERE AFTER HIM. MR MAGUIRE ACCUSED ME OF BEING 'BORING' AND PRESENTED ME WITH A CD OF "MOTORTOON 2", A PLAYSTATION VIDEO GAME.

PRIVATE &

CONFIDENTIAL

GEN. MED. 1(R2)

SONY

PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

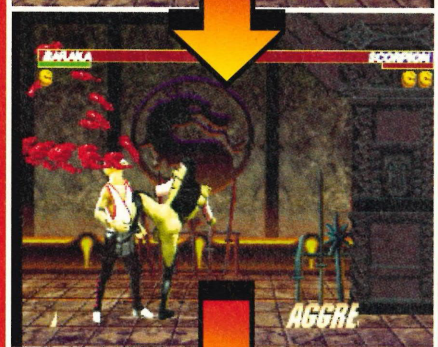
REVIEW

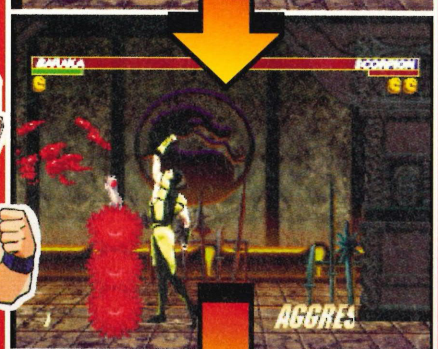
FOUR GODS SAKE!

In order to try and encourage you and your mates to come and have a bash at Trilogy, the programmers have added a different variation on the standard two player game to get friends around sharpish! The 2-on-2 Kombat is the same as the endurance round in a single player game, with you and a pal taking control of two fighters each. Once the first has died, the second comes in straight away to take his place! And there's no loading time in between either! Nice.

GO ON, BE BRUTAL!

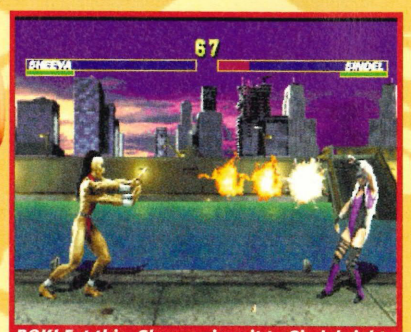
The newest addition to MK Trilogy is the Brutality. This is perhaps the strangest way of killing someone, but one of the funniest if you happen to get it sorted. When the traditional "Finish Him/Her" message appears, rapidly tap hard punch, and your fighter goes, well... bonkers really! They'll perform combo after combo, inflicting copious amounts of damage, at which point the screen will darken for a fatality, and you'll finish by uppercutting the enemy into lots of little pieces. Also, the "Aggressor" bar at the bottom will give you double power once spelt out.





STEVE COMMENT

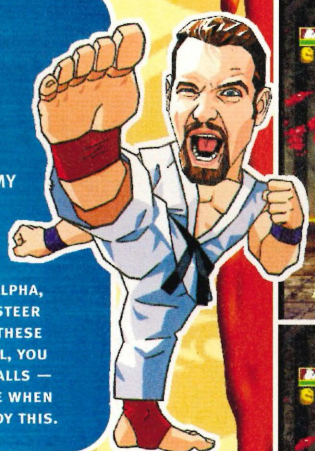
What can I say about Mortal Kombat that hasn't already been said before? That's the main trouble with games like this, after a while everyone seems to get a little bored with the same old stuff. But this is very different because it's the most complete version of Mortal Kombat to date. It has the most characters in any fighting game, loads of fatalities, babalities, friendships, brutalities and animalities to learn, and it's pretty tough to boot. Everything you could possibly want from a Mortal Kombat game. Now let's hope they can leave it at this...



BOK! Eat this. Sheeva gives it to Sindel right in the chops. That's gotta hurt, hasn't it?

Errrggh! That hooman being was horrible! Too many bones for my acquired taste buds!

MATT COMMENT



Truth being that I've never got into MK, my version of the truth is less rosy. MK Trilogy looks like a sub-standard Amiga/Megadrive product. It doesn't come close to offering competition to the likes of Tekken 2 and Street Fighter Alpha, and unless you're already an MK fan, I'd steer well clear of this. It's screen shots like these that give the PlayStation a bad name. Still, you have to admire GT Interactive for their balls — they know an easy money-making exercise when they see one! I'm sure many will still enjoy this.

OVERALL

GT come up trumps, with the most comprehensive version of Mortal Kombat on any home system to date. So much to learn and perfect means it'll be resting in your CD tray for quite a while to come!

ALTERNATIVES
STREET FIGHTER ALPHA, TEKKEN 2, TOSHINDEN 2.

90 SOUNDS	92 ANIMATION
91 GRAPHICS	92 PLAYABILITY

92

All artwork © Titan Books/Malibu.

THE ADDISON ART THERAPY GROUP

J. BERNSTEIN PH.D., A.T.R., LCSW
S. LUDWIN PH.D PH.D., A.T.R., NCC
S. GORMAN PH.D., A.T.R., LMFT

Dr Phillip Stern,
The Stern Psychiatric Practice,
Suite #392,
1602 Vermont Avenue,
Addison, Illinois.

CONFIDENTIAL

Dear Doctor Stern,
Here is the outcome of art therapy sessions, with the patient, Chris Deering (45), whom you referred on 6.12.96.

Session 1
The patient was offered various art mediums. He rejected more conventional crayons, pencils and paints – preferring to build a 3D structure out of boxes and other materials. He insisted the structure be built on a piece of wasteground, outside my studio. He told me the ground was suitable for his planned "40 million dollar development".

Session 2
I arrived at the wasteground, to find 60 tonnes of concrete mix being delivered by truck. Mr Deering had ordered the concrete by phone. I cancelled the order, and explained to Mr Deering that we didn't have the money to build 'real' buildings. He laughed and told me "not to worry", he was a "tycoon".

Session 3
Mr Deering finished building his 'development', complete with railway tracks and train (see enclosed photographs). He was disappointed with the finished structure, as the train didn't move like the one in his PlayStation video game 'A IV Evolution Global . After viewing this game, I believe it could be responsible for Mr Deering's 'Tycoon' delusions.

Yours sincerely,

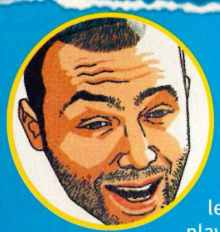
Sue Gorman

6 HENRY FORD AVENUE, ADDISON, IL, 07145

SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

REVIEWS!

INFORMAL LITTLE CHAT?



Things are really hotting as we approach the run up to Crimbo. There's so much top stuff on the gaming horizon that you're gonna have very little time to chew on that turkey leg. As is our house rule, the WipEout 2097 player's guide is awesome and contains everything you're gonna need to master every track thanks to our pals at Psygnosis. You've also the **EXCLUSIVE** first review of GT's Mortal Kombat Trilogy to peruse, plus Capcom's Star Gladiator, EA's brilliant Soviet Strike and an **EXCLUSIVE** overhaul of Ocean's X2. Well, I've wobbled on far too much and you've got far too much to read, so I'm off. See you next month and don't forget your vouchers for the Mean Team on page 15. Bye!

REVIEWS

CRASH BANDICOOT	28
WIPEOUT 2097	32
SAMURAI SHOWDOWN	36
COOL BOARDERS	38
PROJECT OVERKILL	40
SOVIET STRIKE	46
FINAL DOOM	50
SUPERSONIC RACERS	52

WHAT'S THE BOBBY MOORE?

You've scratched you head, paced your room, sweated buckets and you STILL can't decide which game to buy. This month's Fright Night, Halloween-style guide will give you the confidence to spend your cash on the right title that won't leave you feeling undead!

- **90-100%** A head twisting, bile spitting, demon possessed nun that attacks you in the night.
- **80-89%** A horrifying Salem's Lot style vampire with the strength of ten men – and he wants your blood!
- **70-79%** Frankenstein's monster lumbers towards you intent on nicking your leg as a spare!
- **60-69%** A ghostly figure howling down an alley or a drunk bloke stumbling home from the pub after 26 pints of bitter?
- **50-59%** Small children trick or treating in home-made cossies. Maybe they'll squirt ink on your front door – scary!
- **31-49%** The family pet with false fangs and a second, rather soggy, poster painted, papier-mache head.
- **11-30%** Your smelly uncle wrapped in a wee-stained sheet! Crap, but quite horrid!
- **0-10%** A crappy Ghost Train where you can see gaps in the tent and your cart gets pushed around by gypsies!

90-100% RED HOT! 11-30% 0-10%

PICTURE THIS!

Why bother with all this needless chit-chat when a little piccie says so much more and saves your visual apparatus too much stress. Anyway, we proudly present our icons – and don't forget, there's a written test at the end!

MEMORY CARD

LINK-UP

STEERING WHEEL

NEGCON

MULTI-TAP

1 UP PLAYERS

GUN

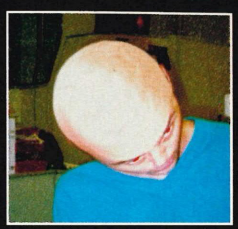
MOUSE

GREET THY UNDEAD...

Cripes! Tis the time of year when the ghoulies and the ghosties go a-walking around your neighbourhood – spooky innit! Yes, Halloween is upon us and it's time for us to gather around the old campfire and swop creepy stories...

SIMON "TAKE ME TO YOUR LEADER" CLAYS

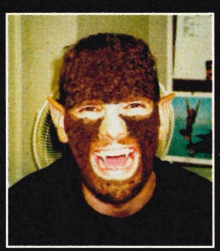
Simon's scariest moment occurred when he was abducted by aliens and taken aboard their ship. After sticking sharp things up his bum, the extra terrestrials dropped our Si off in Liverpool. Unfortunately, when they landed someone stole their wheels and they punished Si by forcing more sharp things up his jacksie!



Games for abduction:
Cool Boarders, Star Gladiator and Soviet Strike.

MATT "BARK AT THE MOON" BROUGHTON

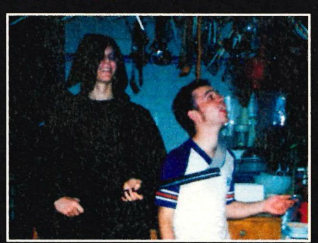
It was a full moon – well, as full as you can get in London – and Matt was making his weary way home. As he passed a deserted lamp post an enraged Yorkshire terrier leapt out and nipped him on the finger. By the time he got home he was barking and demanded Chum for tea. After cocking his leg up the fridge he started to pester his girlfriend – and duly marked his territory!



Games to be furry for:
WipEout 2097, Soviet Strike and Legacy of Kain.

STEVE "THE GRIM READER" KEY

Before joining the heady world of games journalism our Steve was involved in a bizarre Mean Machines cult. He would hang around outside the office, dressed only in strange garb, and follow Ozzie home on the bus. That is until Oz had his run in with the Spice girls and couldn't keep his hands off anything in a dress. Steve still can't look Oz straight in the face. But, who can?



Steve's cross-dressing gown games:
Soviet Strike, MK Trilogy and Project Overkill.

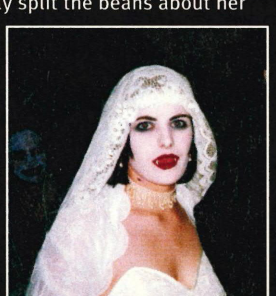
OZBERTSTEIN "MIND OF A VOLE" BROWNE

Poor Ozzie fell foul to the evil Dr. Frankenstein who stole him from his desk at work, believing him to be dead. When Oz woke, the prof had removed his brain, inserted it into the head of a vole and put the vole's brain into our Oz's nut. The vole is now a dribbling mess (and taking legal advice) whereas Oz is currently studying for his PhD! Would you believe it!

Games to swop brains for:
WipEout 2097, Final Doom and Tekken 2.

LUCY "BRIDE FROM HELL" HILL

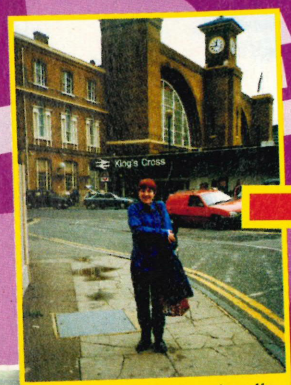
After much persuasion Lucy finally split the beans about her evil past – she was once married to Count Dracula! "It was alright most of the time, he was asleep all day" she recalled, "but when he used to get a bit fruity at night, it didn't half come sharp when Drac'd nip you somewhere naughty. Anyone fancy a pint of OA?" What a beauty!



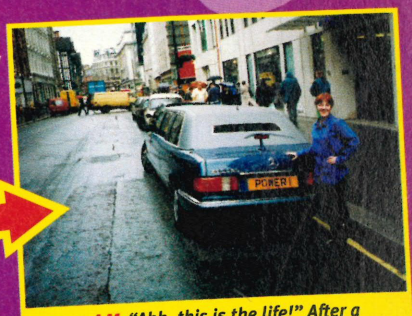
Games to bleed over:
Firo and Clawd, WipEout 2097 and Bubble Bobble 2.

U-REVIEW

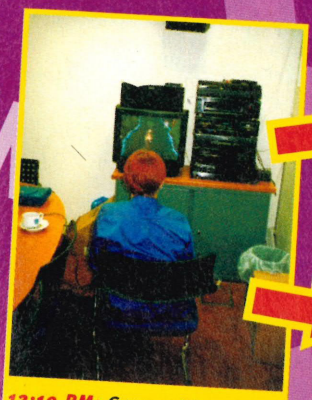
It's that time of month again where one lucky Mean Machines PlayStation reader gets to come into London, visit Sony's games HQ, play unreleased brand new games, pick up loads of goodies and then eat out at a top London restaurant! And you do it all in the comfort of a top limousine. Following a call from Simon, this month's winner is Amber Thorpe from Scarborough. Let's check out her top day...



11:45 AM: *Amber's train rolls into King's Cross and before she knows it she's being swept away in the PlayStation limo.*



12:00 AM: *"Ahh, this is the life!" After a swanky drive around the West End we arrive at Sony's plush HQ.*



12:10 PM: *Game on! Amber gets down to some serious Crash Bandicoot action!*

1:30 PM: *After an hour-and-a-half of solid gaming, Amber receives her prizes, including a PlayStation bag, F1, Tekken 2, a Negcon controller and a Ridge Racer T-shirt! Christmas has come early this year courtesy of Sony's Santa, Guy 'I love snow' Pearce!*

1:45 PM: *"I'm starving! Get me to the restaurant, NOW!" demands Amber. Guy, Simon and Shoulders (the limo driver) nod and do as they are told!*

3:50 PM: *Fodder done with, Amber roams around Planet Hollywood and bumps into a good Knight out – obviously had nothing to do with that Sega cobblers!*

4.15 PM: *We're back in the limo on the way to King's X while sharing a glass of er, mineral water. Cheers Amber!*

AMBER COMMENT

CRASH BANDICOOT HAS GREAT GRAPHICS, IS BRILLIANT TO PLAY AND HAS SOME ACE SPOT EFFECTS. THERE'S LOADS OF TOUGH LEVELS (THREE – COUNT 'EM – WORLDS) WHICH MAKE THIS THE BEST PLATFORMER YET FOR THE PLAYSTATION. WHEN IT COMES OUT, I WILL BE GETTING A COPY OF CRASH BANDICOOT.

85 SOUNDS	90 ANIMATION
90 GRAPHICS	91 PLAYABILITY

OVERALL 91

NEXT MONTH!

U-Review goes all snowy and festive and we'll be giving away even more goodies than ever. Enter and you could come away with a top TV and loads, loads more!

IT COULD BE YOU-HOO!

Right! Are you suitably green with envy and just dying to become the next Mean Machines PlayStation reader to take the trip of a gaming lifetime? Well, all you have to do is answer the tie-breaker (in no more words than 15 words), fill in the coupon below and post it to the following address:

I DEMAND A TOP LIMO TRIP! U-Review, Mean Machines PlayStation, Emap Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

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TIE-BREAKER: The power of the PlayStation is awesome because:

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Now all you have to do is wait by the phone because our Simon will be calling ONE lucky reader very shortly!

REVIEW

CRASH BANDICOOT

Watch out PlayMates! Sony's Sonic-smasher is on the loose, and he wants Mario's blood. Let's face it, who'd you rather be mates with? A blue spiky squirrel, a dodgy moustachioed plumber, or a sharp toothed bandicoot? Pah! No competition.

If you're gonna make it as a platform hero you need a damn good reason to expend all of that energy jumping and spinning over hill and dale. Crash's reason for getting it 'on' is pretty simple – crumpet! Yep, the randy little Bandy has a girlfriend and he's taken a nasty nip from Cupid's arrow. But you know how it is, you reach that important six month point in a relationship and someone sharks in and abducts yer girly to experiment on – well its happened to me before, except I never saved the poor lass in time and some guy turned her into a BoyZone fan! Ah well, when you're in love with a beautiful woman, er... it's hard – especially when you're a small furry mammal!

A CAST OF THOUSANDS...

In true platforming style-e we thought we'd better introduce you to the entire gang. A right motley crew they are too, but I suppose you ought to meet them. Right you games characters, you have just thirty seconds each to explain yourselves...

ORANGES ER, APPLES AND ERM BOXES TOO!

As with all of yer classic platformy type titles, Crash has to collect various objects that either protect little Crashy-poo or hurt him. Collect 100 apples and the little fellow gets an Extra life (we had no idea that bandicoots ate apples, but having never lunched with one of the little critters, who are we to say!) Likewise, the levels are littered with crates that contain a variety of strange and largely wonderful things. Simply jump or spin into the crates and you could discover Extra Lives, more apples, a Checkpoint or some nasty TNT that delivers a hefty dose of explosives up Crash's jacksie. D'oh!

MEAN MACHINES PLAYSTATION

RED HOT!

BUY IT! BUY IT! BUY IT!

MURDER! DEATH! KILL!

Life as a bandicoot can get pretty damn dangerous with that nasty no good Cortex bloke hangin' around the islands. Indeed, there's a quite horrific variety of deaths that Crashy boy can fall foul to...

ELECTROCUTION
Crash gets a rebate on his leccy bill in voltage form! Aaaaaah!

BLOWN UP
Spin into the TNT and you'll end up in bite-size bandy slices!

HOG DROPPED
Pick up a pig and ride, just make sure you get a cab first thing!

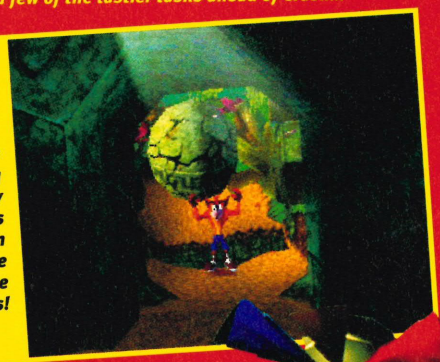
CRUSHED
Get your timing wrong and you'll end up on the Slim-Fast plan!

ROAMIN' IN THE GLOAMIN'

What a wonderful old world Crash lives in eh. One moment he's waltzing along a jungle track, the next he's wading through a stream. Here's a few of the tastier tasks ahead of Crash...

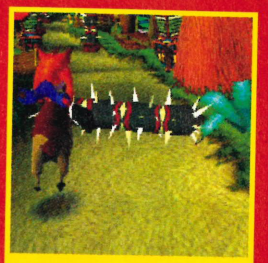
BOULDER DASH

Crash has to run for his life as he's chased along a path by huge boulders intent in squashing the poor little mite. Bless!



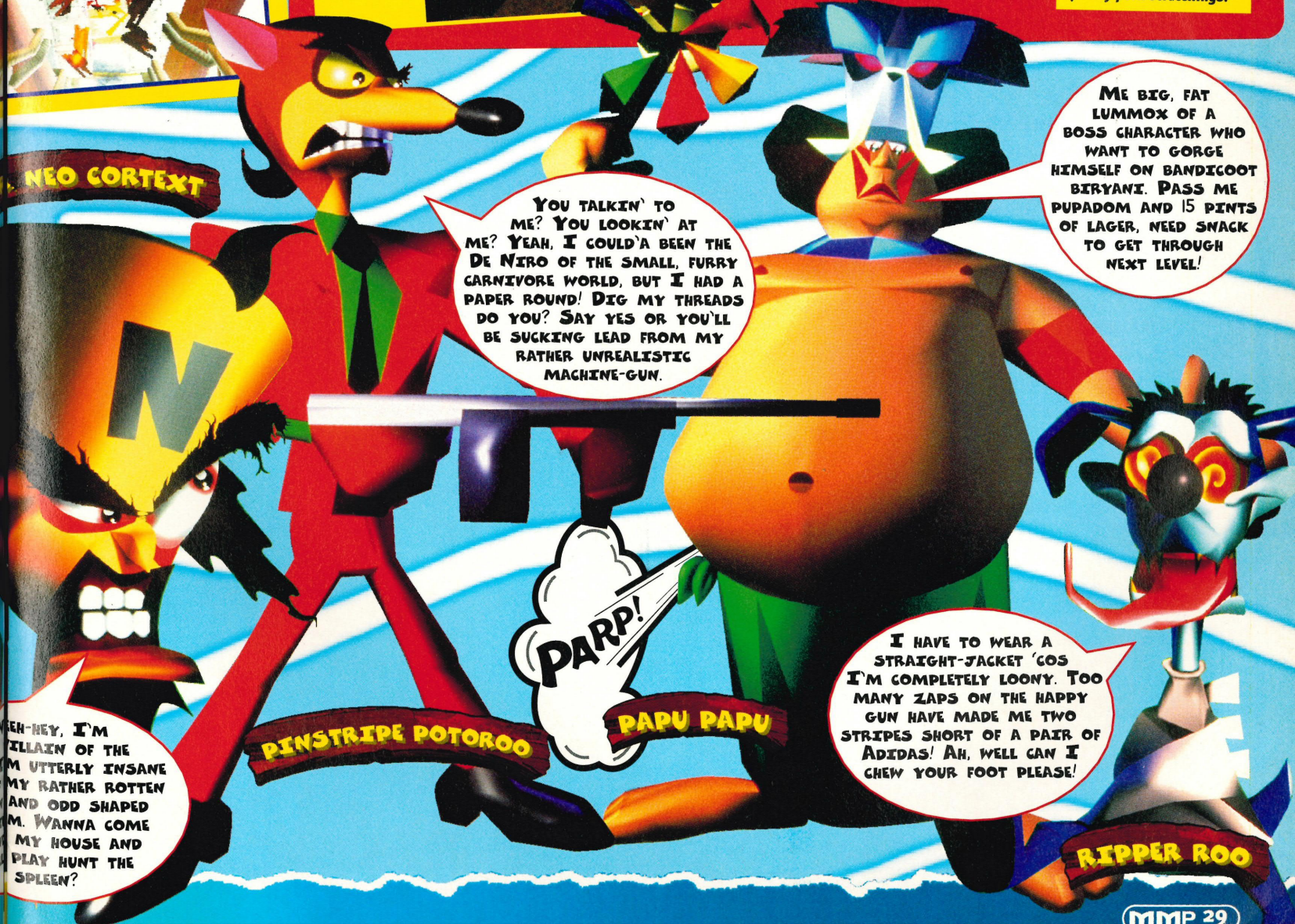
UP THE CREEK

Jumping on lily pads and avoiding giant fish is the name of the game on this wet and very watery level.



HOG WILD

Our hero sits astride a pig – we've all been there! – and has to jump pits, dodge natives and keep well away from the nasty spikes or end up as a pack of salty pork scratchings!



REVIEW

A WHOLE NEW WORLD!

When we previewed ol' Crashy boy in issue #0 the game code wasn't advanced enough to show you much of the third and final world of the game. Here for your deliberation is a little breakdown of Crash's final endeavour. However, we've deliberately neglected to include too much on the final boss because, well... we don't wanna give everything away do we now!

CORTEX POWER

This time Crash is in 3D, but is in effect running away from the screen. Watch as he precariously jumps through the electric power lines while avoiding the perilous slime pools. Yuk stinky!

GENERATOR ROOM

Yet more spinning spy cams and dodgy ramps thwart our brother from the animal kingdom as he scampers through Cortex's sweaty generator room.

TOXIC WASTE

This time Crash is forced to use his jumping skills to avoid a series of barrels thrust at him by a rather surreal set of tuxedo sporting bears – bizarre!

PINSTRIPE POTOROO

This annoying mid-boss-type, bloke-fox thing is another of the doc's henchmen and a right pain in the furry backside for Crash 'cos of his blimmin' sub-machine gun.

THE HIGH ROAD

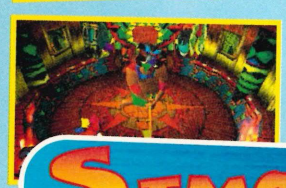
A proper bridge too far for our matey mammal as this rickety structure calls upon you to keep on jumping fast as the struts collapse between Crash's feet, er paws – oh whatever you call 'em!

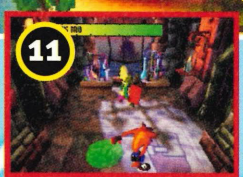
HEAVY MACHINERY

A 2D level that asks Crash to jump Dr. Cortex's spy cams and avoid the steaming hot pipes while leaping from a variety of descending ledges. Very, very dodgy!

THE LAB

Trapdoors and pits await old Crashy boy as our fearless friend gets a snifter that journey's end might just be in sight. Poor sod must be sweating his plums off in that long, furry number – especially having to face Doc Cortex very soon! Gulp!





DR. NITRUS BRIO

Just when Crash figures he's almost reached the end of his four-pawed quest, a Boss turns up. The Doc gives our furry chum mucho stresso as he lobs weird chemicals at Crash that turn into nasty green thingies!

CASTLE MACHINERY

Talk about falling into the abyss! Another 2D level, but this time Crash's legs find new levels of elasticity and he ends up with more bounce than a rubber pussy!

JAWS OF DARKNESS

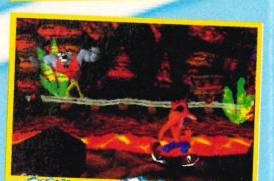
Snakes and spiders hinder Crash's progress in this 2D style-e level. The poor marsupial also has to endure platforms that rise and fall – horrid!

SLIPPERY CLIMB

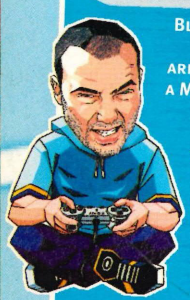
Climbing higher to the battlements of Cortex's castle our intrepid marsupial is forced to negotiate all-manner of rotating ramps and platforms that withdraw into the castle walls! Creepy.

LIGHTS OUT

It's a race against the clock as Crash has a limited amount of time to jump over platforms in search of illumination. If he fails to bounce to the next light, he's literally plummeted into darkness. Help!



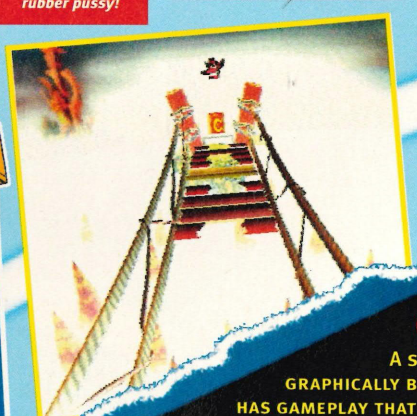
SIMON COMMENT



BLIMEY, DID CRASH EVER COME UNDER THE COSH WHEN HE ARRIVED IN THE OFFICE! WAS HE A MARIO BASHER? COULD HE BE MORE POPULAR THAN THAT BLUE VERMIN SQUIRREL THING? I HAVE TO SAY THAT I RATHER ENJOYED SONY'S ENTRY INTO THE SUPERSTAR PLATFORMING CHARACTER GENRE. IT'S BIG, IT'S TOUGH, IT'S GOT PLENTY OF VARIETY TO IT AND IT'S BLOODY HARD TO COMPLETE. THOSE OF YOU WHO WANT A REAL CHALLENGE – ON OCCASIONS A FRUSTRATING ONE – SHOULDN'T HESITATE TO GET HOLD OF CRASH. IF YOU'RE NOT A PLATFORM LOVER THOUGH, STEER CLEAR – YOU'LL BE GO INSANE WITH FRUSTRATION!

MATT COMMENT

SORRY FOLKS, BUT I HAVE TO DISAGREE WITH SIMON (THERE GOES ME DREAM PAY RISE – D'OH!) BY MY RECKONING, CRASH IS AMONG THE 80%ERS OF OUR TIME, AND NOT EVEN VAGUELY GREEN WARM, LET ALONE RED HOT! IT DOES LOOK EXTREMELY GORGEOUS, AND AT TIMES IS A VERY INVENTIVE GAME, BUT ULTIMATELY I FOUND CRASH FAR TOO ANNOYING AND UNREWARDING FOR ME TO SPEND WHAT AMOUNTS TO QUITE A BIT OF CASH. I HOPE I'M WRONG – BUT THERE YOU GO! THAT'S WHAT I THINK!



OVERALL

A SOLID PLATFORMER THAT'S GRAPHICALLY BEAUTIFUL TO THE EYE AND HAS GAMEPLAY THAT INCREASES IN DIFFICULTY AS YOU PROGRESS. IT'S A REAL SWINE TO COMPLETE SO YOU SHOULD GET YOUR MONEY'S WORTH OUT OF IT!

88 SOUNDS

91 ANIMATION

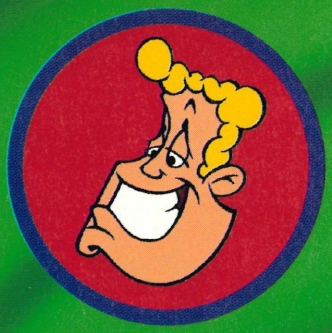
92 GRAPHICS

89 PLAYABILITY

90

ALTERNATIVES

RAYMAN, JUMPING FLASH 2, JOHNNY BAZOOKATONE



"Bloody marvellous!...."

....playability that sucks you in like a French kiss!....

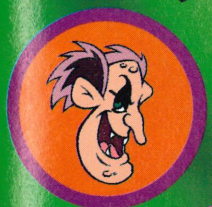
PlayStation Magazine STARPLAYER

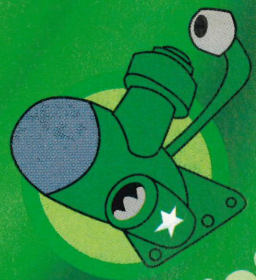
PLAY CLASSIC

....it's so refreshing to finally see games on the PlayStation that have lasting playability....

SUPERSONIC RACERS™

....super, smashin', wonderful....

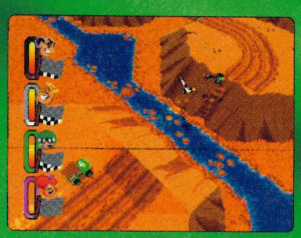




....pure, unadulterated gameplay."

91% Play +

8 PLAYER GAME PLAY ON A SINGLE MACHINE



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REVIEW

wipEout 2097

Wow! I couldn't be more happy if I'd been asked to review Tekken 3, or Ridge Racer 4! Time, methinks, to look at the follow-up one of the best PlayStation games ever...

Lucky isn't the word! Not only did I manage to avoid most of the rubbish this month, but I managed to get first dibs on the follow up to one of my all-time favourite games. WipEout 2097 is a masterpiece as far as I'm concerned. You can forget your 'oh so realistic' F1... I want lasers, missiles, futuristic craft, funky music, and the sort of graphics that would make the makers of Blade Runner weep! And so, I present a classic that will keep you coming back for more while other games gather dust on the shelf. There are tons of new tracks, tons of new craft, an improved control system (for those that found WipEout too hard) and some of the best-looking weapons ever. Buckle up!

THE BEST JUST GOT BETTER!

You thought the original WipEout had decent weapons, did you? Mere firecrackers! That's what I say. Don't believe me? Cop a load of the new weapons in WipEout 2097...

MISSILE

Pop this on the end of your craft and you'll be able to send a homing missile off to greet the rear end of any heat-emitting craft (ie everyone!)

ROCKET

Sadly not heat-seeking, but a set of three rockets that shoot off forwards, taking out anyone in the way. Good for busy tracks. Grr!

ELECTRO BOLT

A lot prettier than the plasma weapon in WipEout, this bolt 'judders' any hit craft, sucking shield energy and making it hard to control for a few moments.

THUNDER BOMB

A powerful smart bomb that inflicts damage on any craft unfortunate enough to be near by. It also makes the screen go white! BOK!

QUAKE

A visually stunning weapon that causes the entire track to buckle, ripple and wave off, throwing any nearby craft all over the shop!

PLASMA BOLT

This non-homing weapon charges up for a second before firing (making it hard to target) but does absolutely mega-damage! ROCK!

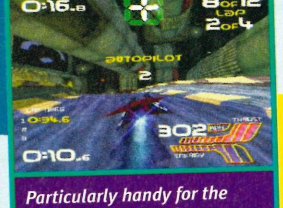
MINES

Brilliant in the two-player mode, these are your standard mines. Drop a load in front of an enemy and chuckle to yourself.

TURBO

Save these for the simple straights as, once activated, they'll hurl you off down the track at a tremendous pace. Fasten your bra-straps gang!

AUTO-PILOT



Particularly handy for the more twisty of the later tracks, this Autopilot engages for a few seconds, flying your craft along the perfect line.

E-PAK

Taken a few too many hits? Miles from the next power-up point? Fear not chums. Collect an emergency energy pack for a quick top up.

SHIELDS

Pretty damn obvious these little beauties! Whop it on, and parade your bare broad buttocks in front of enemies. Invulnerability ahoy!

BY: PSYGNOSIS OUT: NOVEMBER PRICE: £44.99

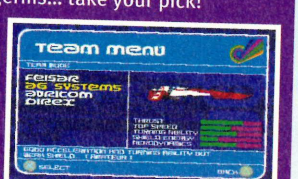
RED HOT!

IT'S THE CAR, RIGHT? CHICKS LOVE THE CAR!

There are four different vehicles to chose from (plus a secret development model — but I'm not allowed to tell you about that... yet!) ranging from the slowish-but-controllable to the bloody-fast-and-mental. Ladies and germs... take your pick!

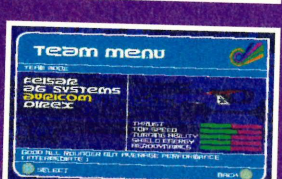
FEISAR

The beginner's ship. The Feisar ship has a crap top speed, but does have excellent turning ability, good aerodynamics and plenty of shield energy.



AG SYSTEMS

Though less aerodynamic than the Feisar, the AG ship has a better thrust and max speed. It does, however, suffer a reduced shield energy supply.

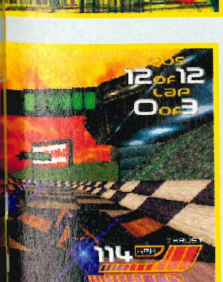


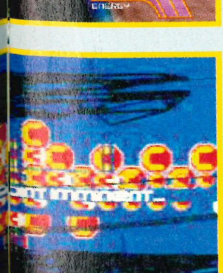
AURICOM

The ship for intermediates (although we liked this the best!) The Auricom ship has a good top speed coupled with decent turning, shields and aerodynamics.

QIREX

The fastest, but hardest to handle of all the ships, the Qirex is only for the nutters! It also comes complete with the highest shield rating of all the craft. ROCK!





One of the most sexy of the new graphical niceties seen in Wipeout 2097 is the exhaust trails that flow like special effects from the rear of each craft. Just LOOK at that effect!

If your energy is low and you don't want to rely on an E-Pak appearing, get yerself down the pit lane! POWER UP!

BLOW 'EM TO SQUID SPIT

IN THE HUNT

PlayStation

"Combine all the best shooters ever played in one game!" EGM

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REVIEW

SHALL WE ENJOY A LITTLE SOJOURN!

There are six locations to muck about on (and two hidden tracks — but you'll have to read our mega tips book to find our about them!) Anyway, get on your coat — we're going for a stroll!

TALON'S REACH

A Canadian industrial complex that's pretty simple to practice on, and a beauty to race on once mastered.

PHENITIA PARK

This German commercial track is purpose-built and a beauty to race on. Quite tricky, but good fun.

SAGARMATHA

An attractive mountain track, all covered in snow, and resplendent with tunnels and tons of steep hills to climb.

GARE D'EUROPA

This disused French Metro system is pretty grim and Blade Runner-like (and yes, it is always raining!). There also tons of jumps and bridges to race over.

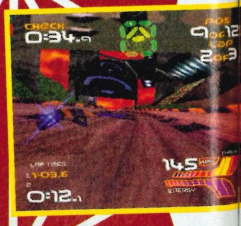
VALPARAISO

A tricky track that swoops round a South American jungle, complete with waterfalls, temples and tunnels.

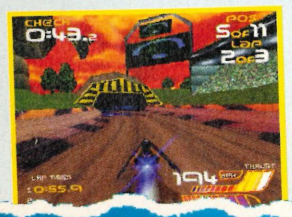
ODESSA KEYS

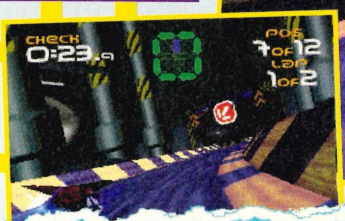
This is a killer track, suspended above the Black Sea (so don't fall off!) There are tons and tons of jumps and things are generally VERY NASTY!

Another graphical element beefed-up for WipEout 2097 is the explosion effects. BOK! "Eat my missile, poo-face!" Harsh words indeed.



As before, blue triangles give you a burst of speed (left), while coloured tiles activate the various weapons (right). Cool.





ALTERNATIVES

WIPEOUT, RIDGE RACER REVOLUTION, BURNING ROAD.

96

95

HOW SHALL WE PLAY TODAY?

There are a number of different modes in which to play WipEout 2097 — although not all of them are available right from the start...

ARCADE

This allows you to play a single race on any of the six tracks initially available. Though you have to play them at their allotted speeds, you will eventually be able to select any course at any class (ie race a Vector course at Venom speed).

TIME TRIAL

This is just you on your own against the clock. Weapons are off (although you get one Speed Up per lap) and there's a ghost of your best race to compete against.

ARCADE LINK

Needless to say, the two-player link-up races are incredible! This pits you against a mate — AND a track full of computer drones. AARRGG!!

ONE TO ONE

The second type of two-player link-up game sees just the two of you alone of the track. Mano y mano. One-on-one. "Come on then. Let's rock!"

CHALLENGE !

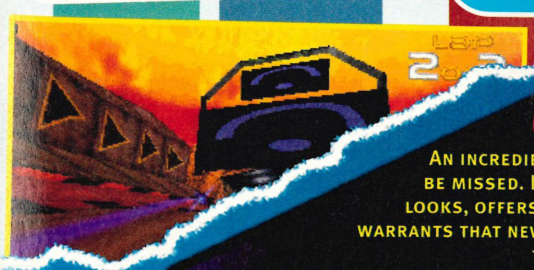
This option doesn't appear until you've won gold on all six tracks, then you have three lives to get round all six tracks AGAIN — only this time all of them are at Rapier speed! Complete this and you'll receive the two hidden PHANTOM class tracks to race. And don't forget about that secret, X-cert Piranha ship...

MATT COMMENT

AS WITH THE ORIGINAL GAME, 2097 SMACKS YOU IN THE FACE FROM THE MINUTE YOU LOAD! AS SOON AS I LEARNT A FEW TRACKS, PICKED UP CONTROL OF THE CRAFT AGAIN AND GOT SOME LINK-UP SESSIONS ORGANISED, THE FUN FLOWED FREELY! IT LOOKS SIMPLY STUNNING, SOUNDS BRILLIANT, FEATURES SOME INCREDIBLY PUMPING MUSIC, AND PLAYS LIKE A DREAM! WHAT MORE COULD YOU ASK FOR? THE INTELLIGENCE OF ENEMIES, THE DESIGN OF TRACKS, AND THE HANDLING OF THE CRAFT HAVE ALL BEEN TWEAKED TO PERFECTION, MAKING WIPEOUT 2097 ONE OF THE PURCHASES OF THE YEAR. GET IT!

STEVE COMMENT

I WARN YOU NOW: THIS GAME WILL COMPLETELY RUIN ANY SOCIAL LIFE YOU HAVE, AND LEAVE YOU A RECLUSE — IT'S THAT GOOD! IT HASN'T UNDERGONE ANY MAJOR OVERHAUL, JUST A FEW TWEAKS, BUT THEY'VE MADE THIS AS PERFECT A RACING GAME AS YOU COULD POSSIBLY HOPE FOR! AWESOME GRAPHICS AND SOUND COUPLED WITH THE FEELING OF EXTREME SPEED MAKE THIS VERY RED HOT!



OVERALL

AN INCREDIBLE GAME THAT IS NOT TO BE MISSED. IT SOUNDS AS GOOD AS IT LOOKS, OFFERS A REAL CHALLENGE, AND WARRANTS THAT NEW, BIG TELLY YOU'VE BEEN THINKING ABOUT BUYING!

SOUNDS **90** ANIMATION

GRAPHICS **94** PLAYABILITY

95

HAVE YOU GOT THE METAL ...

TO ENTER

ROBO PIT

WHERE STEEL MEETS STEEL

Create mech mayhem with unlimited gameplay - build your own custom robots, hundreds of deadly weapon combinations, intense split-screen for two player head to head battle action!

PlayStation

Kokopeli digital studios

T•HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH

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REVIEW

SAMURAI SHOWDOWN 3

There can never be too many beat-'em-ups as far as we're all concerned here at the Mean Machines PlayStation offices. What's that? There's another import fighting game to review? Oh, okay. If I must...

ZAP! Take that you badly-dressed character! Galford dishes out some electric pain. Sizzle.

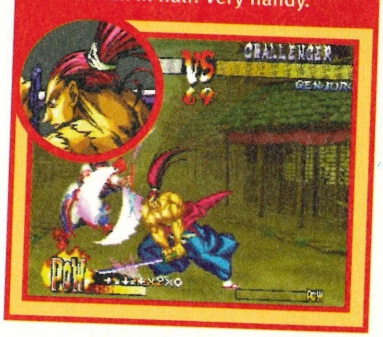
Though the import market is often a difficult one to effectively plunder due to the inherent language problems, it remains a valuable source of fun for fans of the beat-'em-up genre. Not a month goes by without yet another challenger appearing; each one desperate to force its way into our consciousness where the likes of Street Fighter and Tekken have resided for so long. Thus we're about to look at Samurai Showdown 3 — an imported fighting game that, probably, will only ever be available via import purveyors! There's the usual roster of colourful characters to chose from (each with two distinct styles of fighting) and a manual filled with various moves to practice. Oh, what am I telling you this for? Let's just go have a look at the pictures!

SHIZUMARU HISAMI

A great little mover (and my favourite cheesy player), Shizumara has an umbrella that doesn't just keep the rain off (if you know what I mean)!

GENJURO KIBAGAMI

Armed with a mystic sword that does some severe damage, our Genjuro is the only character actually able to slice a man in half! Very handy.



BASARA

A scary, nay bloody weird chap who, unsurprisingly, relies on his enormous chained shuriken to do the dirty. He also teleports. Bugger.

HAOH MARU

A scruffy fellow, armed with a nice big sword and the ability to conjure up mini-hurricanes (a la X-Men's Storm). A good all-round fighter.

GAIRA KAFUIN

"He's fat, he's round, he bounces on the ground — he's Gaira Kufin!" Hmm, he also has enormous balls (ahem) that cause extreme damage.

UKYO TACHIBANA

The only character in Samurai Showdown III to have a very bad cough (apparently) Ukyo has some easy-to-perform killer combos. Sweet.

HANZO HATTORI

Apart from being a bloody deadly ninja, Hanzo (no relation to Muppet, Gonzo, I'm told) is able to teleport at will and project multiple images. Blimey! There's a turn!

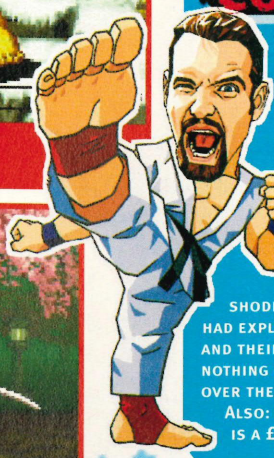
GALFORD

The game doesn't seem to be too sure how to spell this bloke's name, but equipped with a sword, electro-bolts, and a dog that bites, he's pretty rock!

BY: SNK OUT: NOW (JAPAN) PRICE: IMPORT

Call me a necklace-wearing, fat-footed chunky-lover, would ya'! Right, cop this little lot!

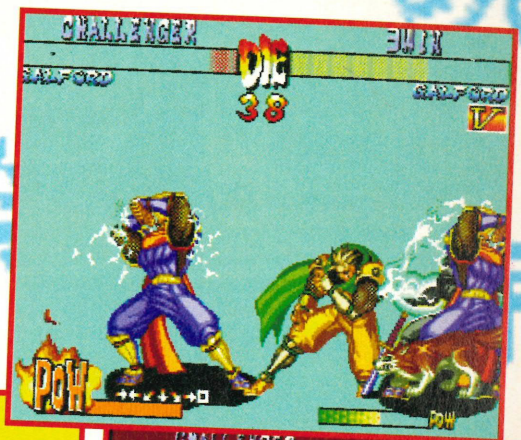
MATT COMMENT



As is always the case with such a well-catered-for genre, any beat-'em-up entering the PlayStation arena is already faced with fierce challenges from such names as Street Fighter and Tekken. It is, thus, that SS3 suffers most from the fact that it's unremarkable, rather than being a shoddy product. There's fun to be had exploring the various fighters and their ways, but ultimately nothing here worth recommending over the aforementioned classics. Also: it's worth remembering this is a £70 import-only game. Ouch!

SUPER SIZZLING SAUSAGES!

Like our old chum, Street Fighter Alpha, SS3 features a Super Moves bar that charges up; ultimately allowing access to more powerful Super Combos. However, here this works slightly differently to as seen before, as your bar builds up as you take damage — allowing you to retaliate after a pasting. Clever, non?



STEVE COMMENT

Oh dear! What a pile of old dog chud! I think Matt has been far too generous with this, as it's crap. Graphics are bland, animation is non-existent, Ergh! Take it away, sharpish!

AMAKUSA SHIRO

An extremely powerful sorceress who uses her magical orb as either a physical weapon, or as a channel for a wicked host of spells and magics. very nice to watch in action!

KYOSHIRO SENRYO

Obviously likes a bit of a curry! Kyoshiro is not only able to blow fire and throw fire, but also able to channel it through his already-nasty staff.

NAKA RORU

Known affectionately as 'the bird with the bird', Naka is able to set her eagle (or falcon, or whatever it is!) on you, as well as summon energy attacks.

RIMU RURU

She's your modern-day Sub-Zero is Rumi Ruru. She lobs ice, freezes opponents, makes 'em skid all over the place, and then stabs them. Nice. Just like Milton Keynes.

OVERALL

A fair-to-average beat-'em-up with lots of variety, but ultimately offering nothing we haven't seen many times before. I doubt we'll see this in the UK for those simple reasons.

ALTERNATIVES
STREET FIGHTER ALPHA.
DARKSTALKERS. TEKKEN.

72 SOUNDS

72 ANIMATION

71 GRAPHICS

74 PLAYABILITY

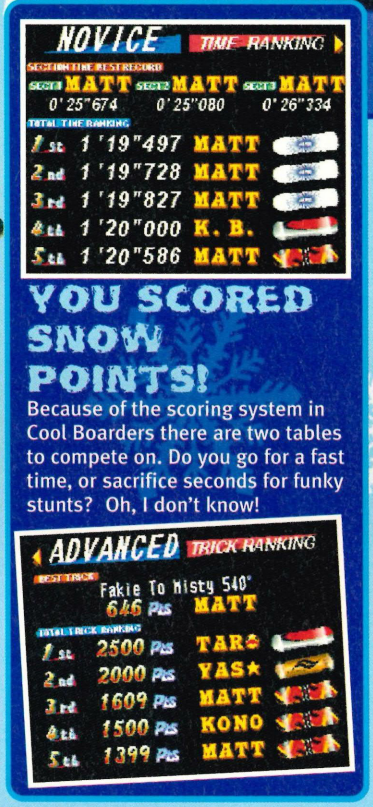
71

REVIEW

COOL BOARDERS

Well folks, we've had just about every sport simulated for our faithful old PlayStation, but aside from ESPN Extreme games, we've yet to participate in any of the really 'cool' sports. Until now, that is...

Snow boarding, eh? Pretty cool. Lots of trendy dudes and lovely ladies dressed in ridiculously loose clothes, talking nonsense and pretending to 'bond' with Mother Earth. Now I realise that if you strip all of the 'dude' image away you're just left with a bunch of frosty-goatee-ed loons who can't afford skiing holidays and wish skateboards were still 'hip', but what the hell — if it makes for a decent PlayStation game, count me in! Sadly, Cool Boarders doesn't make the most of itself. There could so easily have been a cracking link-up, or even a championship to compete in. As it is, there's just an excellent racing game to get your teeth into. Woe is me!



YOU SCORED SNOW POINTS!

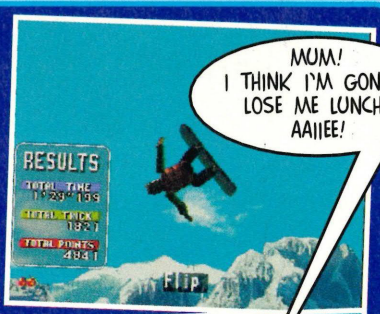
Because of the scoring system in Cool Boarders there are two tables to compete on. Do you go for a fast time, or sacrifice seconds for funky stunts? Oh, I don't know!

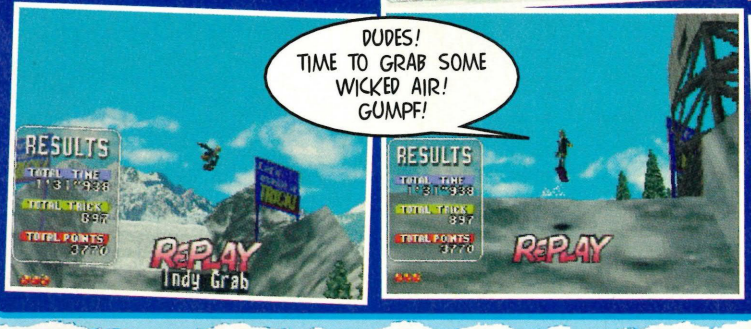
With the clock ticking down at the top of the screen, getting through the checkpoints promptly is essential. These generally double-up as Trick Points too.

In case you're wondering, the ladybirds in the bottom-left corner indicate how many times you've fallen over. Er... great. Very handy, I'm sure.

LIKE, ER... RADICAL MAN!

As well as racing for time, you can get well-involved in the race for stunt supremacy. At certain points along each track, a set of signs (and a vocal prompt) will announce that it's time to show-off. Will you risk your neck for a high-scoring, life-threatening flip? Or chicken out and go for a safe pose.





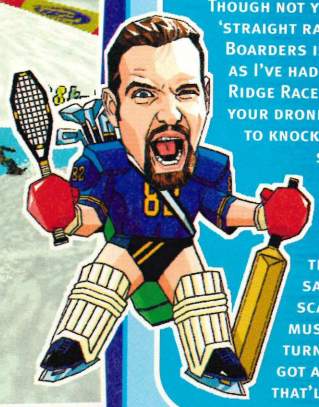
BY: UEP-SYSTEMS OUT: NOW (JAPAN) PRICE: £IMPORT

DRONING ON AND ON AND ON AND ON...

Though Cool Boarders is lacking what would have been an excellent link-up option, the game records your performance and offers it as a 'ghost' drone to race against. This not only offers some competition during the race, but also the chance to watch you best stunts from alongside! Cool.

OI! COME BACK OR I'LL DELETE YOU FROM ME MEMORY CARD!

MATT COMMENT



THOUGH NOT YOUR NORMAL 'STRAIGHT RACING GAME' COOL BOARDERS IS ABOUT AS MUCH FUN AS I'VE HAD SINCE THE ORIGINAL RIDGE RACER. COMPETING AGAINST YOUR DRONE IN A DESPERATE BID TO KNOCK ANOTHER FEW SECONDS OFF THE BEST TIME IS MORE FUN THAN YOU'D IMAGINE, AND ONCE YOU GET THE HANG OF THE TRICK JUMPS, THE SATISFACTION IS OFF THE SCALE! IGNORE THE CRAP MUSIC AND VOICE OVER (IE TURN 'EM OFF) AND YOU'VE GOT A BLINDING LITTLE GAME THAT'LL HAVE YOU HOOKED!

COOL DUDES INCORPORATED!

"Er... yo dude! What it is, my man? Nice threads — and I believe you know what I mean." Yes, I can rap with the best of 'em, but I don't even think they'll acknowledge my existence if I don't look the part, so first up it's off to the board shop to buy some gnarly equipment.

There are a number of boards to choose from, each with a specific set of attributes — in a very Ridge Racer like way. There's no point in getting the fastest board for relatively flat slopes, but give 'em a go on the Expert Level. Wheee!

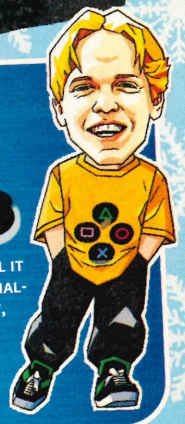
Complete the picture by dressing up as a 'bit of a daddio'. Yes, both boys and girls are welcome in the great snow boarding sport, so decide which sex you'd like to be (as we all must at some point in our pitiful lives) and grab the outfit that's most unpleasing to the eye. Let's hit the slopes!

Hmm, a subtle obstacle indeed. Nothing to do here but concentrate and perfect that control. MIND THE ROCKS!

HMM, NICE MOUNTAIN!

Sadly, there are only three courses to attack in Cool Boarders, each one gradually becoming more and more nasty, twisty and turny, and challenging (as far as how much time you have to perform stunts). Fortunately, they're all pretty wicked, so I'm not complaining!

STEVE COMMENT



A GAME ABOUT SNOWBOARDING, EH? WELL IT DEFINITELY SCORES HIGHLY IN THE ORIGINALITY STAKES! AND, IN SOME BIZARRE TWIST, THE GAME'S PRETTY SMART AS WELL! YOU GET A REALLY GOOD FEELING OF SPEED, AND TRYING TO LEARN ALL OF THE NEW TRICKS ADDS LASTABILITY TOO. COOLIO!

OVERALL

A FUN, QUIRKY, AND DAMN ENJOYABLE TWIST ON THE RACING GENRE, WITH LOADS OF LAUGHS TO BE HAD ALONG THE WAY. SHAME ABOUT THERE BEING NO TWO-PLAYER, BUT OTHERWISE COOL BOARDERS IS SUPERB.

ALTERNATIVES
RIDGE RACER, WIPEOUT, ESPN.

82 SOUNDS	82 ANIMATION
90 GRAPHICS	86 PLAYABILITY

88

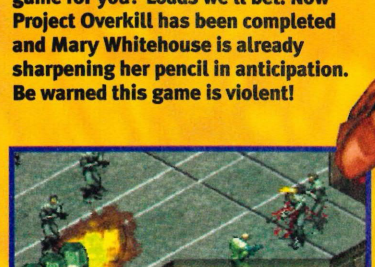
REVIEW

PROJECT OVERKILL

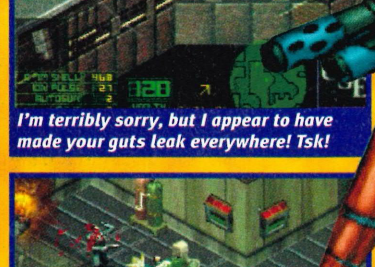
Ooohh, me 'ard drives gawn daan, and blowd up. So I'll shoot you instead. Bok!

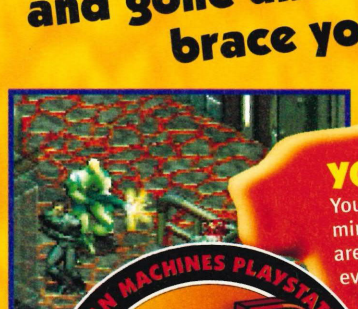
PlayStation goes gore crazy! First there was Resident Evil, now MK Trilogy is on the way. Loaded has come and gone and Reloaded is approaching fast. Now brace yourselves for Project Overkill!

Certain types of games will always sell well. For instance, any football game is certain to make at least some profit for the games' companies, whether it plays like a pile of old dog chunder or not. Then there's the machine's 'mascot' game, – Sonic, Mario and now Crash – which are always likely to fill the pockets of the cigar smoking, industry bigwigs with riches galore. Then you have the games that are deemed too violent for the younger audience. Resident Evil is a classic example regarded as too violent for your fresh, young allegedly naive little eyes, it means you want it even more! How many of you sent your mate's big brother down the games shop with a bribe of a can of pop if he gets the game for you? Loads we'll bet. Now Project Overkill has been completed and Mary Whitehouse is already sharpening her pencil in anticipation. Be warned this game is violent!



I'm terribly sorry, but I appear to have made your guts leak everywhere! Tsk!



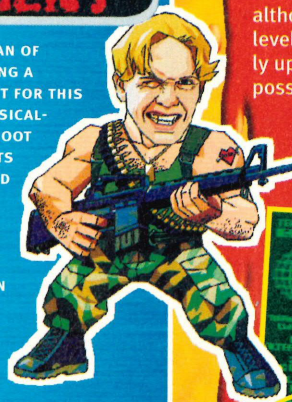


YOUR MISSION, SHOULD YOU ACCEPT...

You will invariably draw comparisons to Loaded, simply because of the body count and mindless destruction you have to inflict. However, the major difference here is that there are actually objectives for each of the levels. The first two or three are simple. Execute everything. The rest require specific tasks to be carried out. In one phase you have to contaminate a water supply, another stage sees you having to escort an enemy traitor out of a building, and some levels require a specific target or person to be assassinated.

BY: KONAMI OUT: OCTOBER PRICE: £44.99

STEVE COMMENT

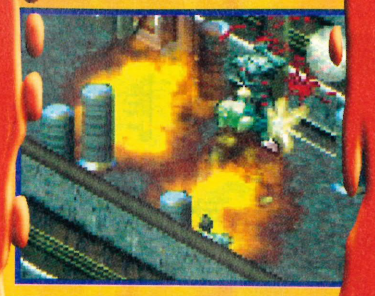


HAVING BEEN A BIG FAN OF LOADED, I WAS KEEPING A SPECIAL GORY EYE OUT FOR THIS ONE. LOADED WAS BASICALLY A BLOOD FEAST, SHOOT EVERYTHING WITH LOTS OF CLARET AFFAIR, AND ALTHOUGH OVERKILL IS PRIMARILY THE SAME, THE LITTLE TASKS THAT HAVE TO BE CARRIED OUT MEAN YOU CAN'T COMPLAIN ABOUT REPETITION. AND I ALSO FELT A LOT MORE SATISFACTION WHEN KILLING THE ENEMY AS WELL. YOU WANT TO KNOW WHY? BECAUSE I AM A CRAZED PSYCHOTIC KILLER!!! I NEED MORE OVERKILL, AND I NEED IT NOW! GIVE IT TO ME-E-E-E, BEFORE THEY TAKE ME AWAY!

LEFT AT THE LIGHTS...

When you load up the game, everything you want to choose is on the map screen. From here, you can pick your character, look at the current mission brief and save games. Also highlighted is the route finder, which shows the path you are taking. The best thing about this, is that although there are a set number of levels, the order you do them in is entirely up to you. You can cut out as many as possible, or try to complete nearly every one. What it does give, is a bit of variation as you don't have to go through levels that are really tough.

The lava floor tiles burn your tootsies, and drain energy too.



A quick way to decorate walls. Plaster someones innards all over them!

I...NEED... WATER...

Keeping this sort of game interesting once you have completed it is pretty difficult. So to increase lastability, the game refrains from giving you stacks of ammo. So here's what to pick up and its effect. Use them wisely my son!

SMALL HEALTH
Restores one point of health.

LARGE HEALTH
Gives back 12 whole points of goodness. Hurray!

CLIP
12 bullets added to your gun.

MAGAZINE
Sixty bullets back if you get this!

AMMO RODS
Six shots for Plasma weapons.

LARGE AMMO RODS
Sixty more Plasmas coming up for you!

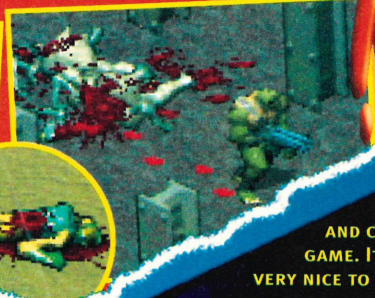
GRENADE
Adds one to your throwing weapon.

SYRINGE
Gives you a nice Speed boost.

KEYCARDS
Lets you enter restricted areas.

DON'T FORGET YOUR DONOR CARD!

Well, we couldn't go through this review and not mention the blood, after all, it's probably one of the biggest selling points of the game. Expect to see heads leaking with blood once shot, walls caked in claret if you shoot someone near them, and burn holes through the hearts of enemies obliterated with Plasma guns. Then, if walk over a floored enemy, you make blood footprints as you stroll along! Awesome.



MATT COMMENT

LIKE MY BRETHREN, I TOO SHARE HIS BLOODLUST! TO WANDER AROUND THE LEVELS JUST BLOWING LUMPS OUT OF THE ENEMY AND TREADING ON THEIR LIFELESS HUSKS IS FUN ENOUGH, BUT THROWING IN TASKS TO COMPLETE MAKES PROJECT OVERKILL A MUST FOR ALL OF YOU WHO ENJOY NOT ONLY TO BLOW GREY MATTER ALL OVER THE PLACE, BUT ALSO LIKE TO USE THEIR OWN ON OCCASION.

OVERALL

KONAMI PULL OUT ALL THE STOPS AND COME UP WITH A TOP BLOODBATH OF A GAME. IT'S INFINITELY PLAYABLE, TOUGH, AND VERY NICE TO LOOK AT. OH, DID I MENTION IT'S GOT LOADS OF BLOOD AS WELL?

ALTERNATIVES
RESIDENT EVIL, LOADED, RELOADED.

90 SOUNDS	89 ANIMATION
90 GRAPHICS	92 PLAYABILITY

90

CHEATS

Regular as clockwork, it's that time of the month again where we go all tipsy and start poking everything. Yes it's the pay-day beer feast... oops sorry, wrong er, I... umm, I really meant the cheats pages didn't I? Because we tip things and do pokes (an old Spectrum saying). Oh just read the bloody pages, OKAY!!!

3D LEMMINGS

PASSWORDS

Here are a couple of codes as sent in by Peter McLeod of Luton. For the last level codes on Tricky and Taxing try these:

Tricky: MALAGASY
Taxing: BABIRUSA

To see all of the animations for the game, try these passwords – but don't blame us if they don't work, 'cos we couldn't test them out!

SPACEAAA
EGYPTAAA
ARMY AAA
MAZE AAA

And finally, why don't you try this code for a level select:

Level Select: LAMPWICK

SHELLSHOCK

TEST MENU SCREEN

Paul Higgins sent in this cheat for Core's tank game. He reckons that when you reach the Core Design copyright logo screen, quickly enter the following code:

Up, Down, Left, Right, Down, Down, Right, Right, Triangle.

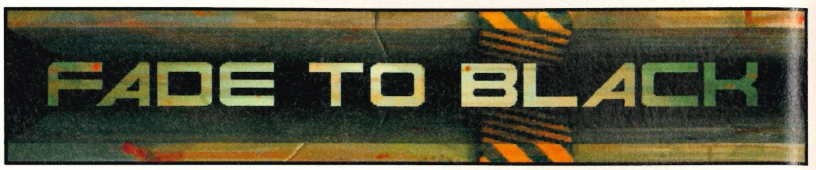
If that has all been done correctly and of the highest order, you should have a test menu to fiddle about with. Well done sir!

TIME COMMANDO

LEVEL CODES

Having received a pretty good review when we reviewed it in Issue Zero – 88% no less! – it was a surprise title of the month. And we're hoping that you're finding it just as enjoyable. If not, then here are the level passwords to help you get that little bit further and stop you throwing it out the window in frustration, if you do that sort of thing that is.

Roman Empire:	IIHWXBJN
Feudal Japan:	RQSFHLNW
Middle Ages:	GLADYKNC
Conquistadors:	ZIRTTZMI
Far West:	OXIIFUHU
Modern Wars:	ONXJRMGD
Future:	GNHIWQLS
Beyond Time:	PVRGPZMU



FADE TO BLACK

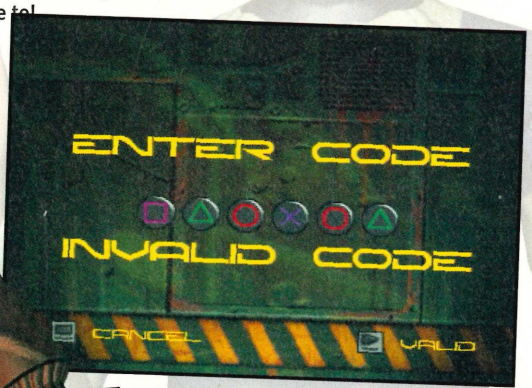
MORE CODES

Having printed the first twelve codes last month, we have come up with the goods once again. This time we have the final level code and a clutch of top cheats. For these you can thank Scott James, Paul Kissock, Dean Ratcliffe, Dr. P. Napolitano and Wayne Browning.

To call up the cheats, first enter this 'Cheat Activation' code. Once entered, it'll bring up the message 'Invalid Code.' Ignore this and leave the password screen before reentering it again. Then enter one of the cheat codes – again ignoring the Invalid Code message – and start the game as normal.

Level 13:	X, X, Circle, Triangle, Circle, Triangle.
Cheat activator:	Square, Triangle, Circle, X, Circle, Triangle.
Play all movies:	Square, X, Circle, Triangle, Circle and X.
Infinite shield:	Square Circle, Circle, Square, Triangle, X.
Never die:	Triangle, X, Triangle, Triangle, Square, Circle.
Level access:	Circle, Circle, Triangle, X, Square, Square.

If you enter the Never die code, once your energy reaches zero you must crouch down to re-enable the games collision detection. Don't ask me why, but you have to!



There are over fifty moves to have a gander at once this cheat menu has been activated, including all of the death scenes. Super, smashing, great.

TRACK AND FIELD

SECRETS

By no means incredible cheats, but some very interesting little hidden bits nonetheless. Chris Kent, from Park South in Swindon has busted this game open and found all of the amusing additions. Take a look.

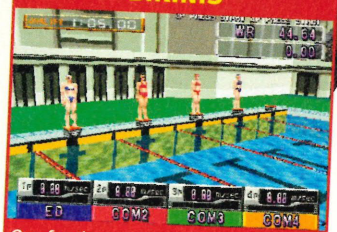
AIRSHIP

On the High Jump event, you must clear the first two jumps with at least forty centimetres between each one. Then the airship will fly past.

UFO

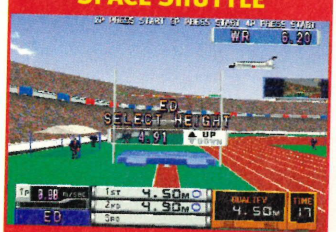
To pierce this X Files reject, you must be running at full speed and release the Javelin at an angle of 65° or greater. Then just sit back and wait!

BIKINIS



One for the pervs here! On the event select screen press Up, Up, Down, Down, Left, Right, Left, Right, O and X. The swimmers will now be in bikinis!

SPACE SHUTTLE



This is similar to the Airship, but on the Pole Vault instead. Just clear the first two jumps, again with forty centimetres between them both.

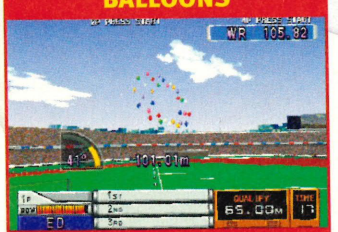
MOLE

This appears on either the Long or Triple Jump, and to make it appear the last three digits have to be the same, ie 16.66m or 4.44m.

T-REX

The Jurassic Park cast off is found at the the Shot Put arena, by getting the last three digits of the throw the same – 23.33 etc.

BALLOONS



The Hammer throw is where to keep your eye out for these beauties. Score 55.55m, 67.67 or any distance where both scores are the same.

STREET FIGHTER ALPHA 2

SECRET CHARACTERS

It's been out on import for a couple of months now, so we thought it was about time we let you in on a few of the secrets. As you all should know by now, there's a Shin-Gouki, or Super Gouki to play as, who is lightening quick, throws two air fireballs, stays dizzy for only half a second and his Raging Demon move travels at double the speed. To access him do as follows: Go to the character select screen, go to Gouki, and hold select. KEEP IT HELD and press Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right. Now press any button while still holding select and he'll be available. Also, there are a couple of 'quirks' that are pretty useless really, but nice to know. If you perfect anybody with Rose, she'll quickly whip into a new outfit for you, and if you hold Select for five seconds over Chun Li before selecting her, she'll be wearing her original costume. Super!

MORTAL KOMBAT 3

KODES

We've started getting back into the Alien Trilogy problem again, with everybody sending in the same cheats. This month it was MK 3, so to try and stop you sending in anymore Kombat stuff, here is the best of the bunch we received, from John O'Keeffe from Co. Cork in Ireland. Take it away Johnny boy... Here are a list of the Kombat Kodes. Press the corresponding buttons on the pads to get them to work.

PAD 1	PAD 2
DISABLE THROWS	
SQU 1	SQU 1
DISABLE BLOCKS	
TRI 2	TRI 2
HALF ENERGY	
TRI 3, CIR 3	TRI 3, CIR 3
75% ENERGY	
SQU 7, CIR 7	SQU 7, CIR 7
50% DAMAGE	
SQU 3, TRI 9	SQU 3, TRI 9
RANDOM PERSON	
SQU 4, TRI 6	SQU 4, TRI 6
THEATRE OF MAGIC	
SQU 9, TRI 8, CIR 7	SQU 9, TRI 8, CIR 7
NO KNOWLEDGE	
SQU 1, TRI 2, CIR 3	SQU 9, TRI 2, CIR 6
REAL KOMBAT	
TRI 4	SQU 4, CIR 4
REFILLS ENERGY	
SQU 9, TRI 7, CIR 5	SQU 3, TRI 1,
UNLIMITED RUN	
SQU 4, TRI 6, CIR 6	SQU 4, TRI 6, CIR 6
DARK KOMBAT	
SQU 6, TRI 8, CIR 8	SQU 4, TRI 2, CIR 2
PSYCHO KOMBAT	
SQU 9, TRI 8, CIR 5	SQU 1, TRI 2, CIR 5
PLAY GALAGA	
SQU 6, TRI 4, CIR 4	SQU 4, TRI 6, CIR 8
FIGHT SMOKE	
SQU 2, CIR 5	SQU 2, CIR 5
FIGHT NOOB	
SQU 7, TRI 6, CIR 9	SQU 3, TRI 4, CIR 2
FIGHT MOTARO	
SQU 9, TRI 6, CIR 9	SQU 3, TRI 4, CIR 2
FIGHT SHAO KAHN	
SQU 9, TRI 6, CIR 9	SQU 1, TRI 4, CIR 1
NO LIFE BARS	
SQU 9, TRI 8, CIR 7	SQU 1, TRI 2, CIR 3
NO FEAR	
SQU 2, TRI 8, CIR 2	SQU 2, TRI 8, CIR 2
RUNNING JUMPS	
SQU 3, TRI 2, CIR 1	SQU 7, TRI 8, CIR 9
DISABLE COMBOS	
SQU 7, TRI 2, CIR 2	SQU 7, TRI 2, CIR 2
DISABLE SPECIALS	
SQU 5, TRI 5, CIR 5	SQU 5, TRI 5, CIR 5
UPPER RECOVERY	
SQU 6, TRI 8, CIR 8	SQU 4, TRI 3, CIR 3
SUPER ENDURANCE	
SQU 6, TRI 2, CIR 4	TRI 8, CIR 9

CHEATS

RESIDENT EVIL

A FEW HINTS

These were sent in by Dr. P Napolitano, and are a few ways to save time.

1: To kill Plant 42, forget about wasting all of your heavy ammo on it, instead walk right up to the body equipped with the Beretta and start pumping him full of lead. When and if it hits you, get back up and do the same thing again.

2: Remember that you don't have to kill everything. Dodging some of the slower enemies is much better. For instance, in the power room near the end of the game, you don't actually have to kill anything in there. Just watch out for the shadows and make your runs accordingly.

3: To save Barry and Chris when playing as Jill do the following. After killing Yawn for the second time – in the second piano room – jump down the hole and Barry will help. When Barry drops the rope, look at the gravestone, but say no to pushing the switch when you are prompted, and wait for Barry to return. Later on, in the tunnels behind the waterfalls, go through the first door next to the ladder and meet Barry. Get Barry to lead and follow him left into the pit room. Then go to Enricho who is down the tunnel and leave Barry with him. Later, when you've killed Tyrant IN THE LAB!!!! get Chris out of the cells before you leave for the Helipad. Cheers for that fella!

RETURN FIRE

EXPLODING VEHICLES

Small and stupid this one, as it destroys your own tanks. Go to the screen where you select which car/tank/chopper you wish to drive, and then press and hold R1+L1+R2+L2. A vehicle will then blow up in the row that you have selected! The idea is that it makes it harder for you, as you've got no bloody things to drive, but who needs it?

BUST-A-MOVE 2

MORE CHEATS

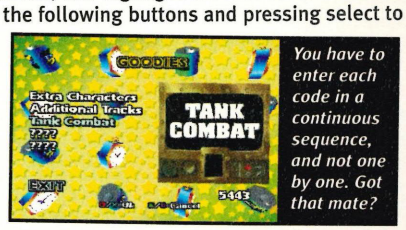
If you want to make it a little easier, go to the option menu and press Left, Right, R1, R2, L2, L1, Up and Down. Move down to Credits and quickly tap X as fast as you can. You can now do it before the timer runs out. Also, there is a character select screen. Start a one player game, and go into the puzzle mode – the one with all the letters. When the Map appears, press Left, Left, Up, Down and then press and hold L1, L2, R1, R2 in that order and a select screen will appear. Use Left and Right buttons to scroll through the other characters. Although the character on the map will still be Bub, when you start the game it'll be whichever Bubble Bobble fella you picked.

MOTOR TOON GP 2

GOODIES

Cheers to Robert Higgs and Jeremy Watkins for sending in the quick way to access all the cheats and not have to play the game through. Go to the Goodies option on the menu, and highlight the first set of ????s. Enter the codes by holding down the following buttons and pressing select to put up the digit.

KEY:
1: R1
3: R2+R1
4: L1
5: L1+R1
6: L1+R2
8: L2
E: L2+L1+R2



You have to enter each code in a continuous sequence, and not one by one. Got that mate?

Extra Characters:	4E43
Additional Tracks:	4154
Tank Combat:	5443
Submarine:	5358
MotorToon R:	4631

MEAN TIP OF THE MONTH!

This month's MEAN TIP goes to Chris Kent for his excellent Track and Field goodies. Get in touch with us Chris and we'll sort everything out. If you fancy winning another game courtesy of those absolutely fabulous guys and gals down at HMV Level One, then send your letters of loveliness to:

CHIPS AND TEETS, Tips Department, Mean Machines PlayStation, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

And make it snappy!

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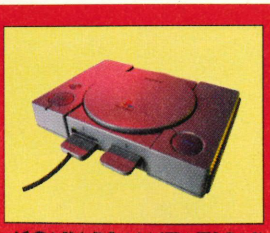

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Access

SOVIET STRIKE

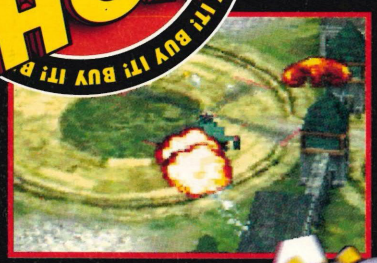
How may other games let you take a hike along the Desert, enjoy a stroll through the Jungle, and sample Urban warfare? The people behind the Strike games give you the chance to view the delights of Russia, only minus the Vodka. Damn!

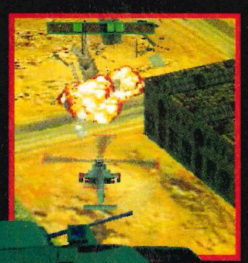
Picture the scene... the head honcho at EA is sitting there one day, with the world having just recovered from the Gulf War, when he thinks "I know, how about I make a game of this and rake in tons of money?" The politically correct board members of the team look horrified at each other for all of two seconds before declaring "Why only one game?" – because EA have to have their 'follow ups' you know. Thus Desert Strike was born, which was at the time, one of the most groundbreaking games on the Megadrive. Now, two more sequels later (deja vu anyone?) the fourth installment has arrived at these shores and 'Strike fever' is whipping everyone into a frenzy once again. But can this version live up to the standards set by it's excellent grandparents? Come on: does Dolly Parton sleep on her back?

MEAN MACHINES PLAYSTATION BUY IT! BUY IT! BUY IT! BUY IT! RED HOT!

Don't shoot him! He needs dropping off to safety now!

Hellfires do a hundred units of damage, and hydras do fifty. Learning enemies armour will save you vital ammo.





MORE THAN JUST COINCIDENCE!

The good, if slightly dubious thing about Desert Strike, was that it came so soon after the Gulf war crisis. Even though the evil dictator General Kilbaba did bare more than a slight resemblance to a certain Saddam Hussein, people turned a blind eye. Soviet also has the 'benefit' – we use the term very lightly! – of a recent war to compare to. The press release informs of a 'hypothetical' collapse of the democracy in the Soviet Union and all these political coups. Of course, there's been no trouble in the old USSR lately has there! Oh no, none at all. Ahem.

And the quarterback is toast! The mothership is nothing more than a little baby now! We mean business pal.

Hurrah! This stash will come in very handy for later levels! It'll be your lucky day once these are found.

There's a great battle going on, and all you can do is stand there and wave your arms! Ponce.

BY: EA OUT: NOVEMBER PRICE: £44.99

FIVE OF THE BEST!

As we reported in the preview last issue, there are five main levels to this game. The first sees you enter the snowy wastes of Crimea, then it's on to the Black Sea as Strike goes all aquatic. Things get noticeably tougher as Caspian Strike gets under way located in the searing heat of the desert. Fangs for the memory as the end gets ever nearer with the penultimate level in Transylvania. Finally it's onto the streets of Moscow for the final showdown. Have you got what it takes to capture the Shadowman once and for all?

CRIMEA

BLACK SEA

CASPIAN

TRANSYLVANIA

MOSCOW

FMV WITHOUT CRAP ACTING!

OK, so as soon as you see the words 'FMV' on a game review, you automatically think 'Oh dear' and turn the page right? WELL STOP RIGHT THERE! Because this is one of the only games where the FMV adds to the atmosphere, giving a much greater feel of realism. The grainy transmissions from your colleagues in underground dungeons and intelligence film footage are all very well done and don't look out of place at all. I can see the headlines now: "EA in good FMV sequences shocker..."

REVIEW

WON BY A WINCH!

Supplies is the keyword in Soviet. The first couple of missions, although tough, are jam packed with them, so running out is never in the equation. However, as soon as you reach Caspian Strike, they seem to disappear like rabbits at a magic show. Here's what to pick up, and what to hold for last resorts.

AMMO

Along with fuel, the most common pick up. It restores 500 chain gun rounds, 38 Hydra Rockets and Eight Hellfire missiles. If they're not lying around the terrain, they'll usually be found under buildings or in Army trucks.

FUEL

They come in two forms of drum. The standard for the first two levels are the missile shaped canisters, whereas from level three onwards, brown drums are introduced. These drums can also be exploded to cause a bit of damage to nearby enemies.

ARMOUR

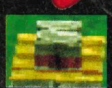
Probably the most important crate as it'll basically give your craft a new coat of paint as it were. They don't show up on your map screen until level three – what's so special about Caspian Strike? – so save them until you're VERY desperate.

WING TIPS

These are very rare indeed. Again they aren't on the radar so it's time once again to use the old loaf to remember where they are situated. Once collected, whatever items are on your Wing Tips, it refills them back to the max!

EXTRA LIFE

Don't expect to discover too many of these matey! You're more likely to find Elvis than you are these. Mostly hidden in buildings, although sometimes found on the backs of lorries or boats. Needless to say, for beginners these are essential.

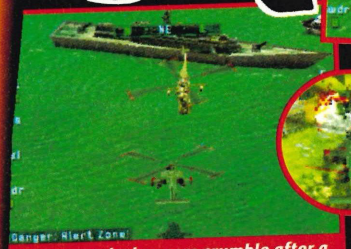


DEPTH CHARGES

Only really come into effect during the Black Sea Strike. They are needed to kill surfaced submarines as your firepower isn't enough. Winch them up, fly over the top of the sub, and then drop them using the L1 shoulder button.

STEVE COMMENT

HURRAH FOR EA AND THE PEOPLE WHO MADE SOVIET STRIKE! WHY? BECAUSE I NOW HAVE ANOTHER GOOD REASON TO WASTE HOURS OF MY LIFE IN FRONT OF THE TELEVISION WITH A PLAYSTATION! WHEN URBAN STRIKE CAME OUT A WHILE BACK, I THOUGHT THE SERIES WOULD BE LAID TO REST, BUT HOW WRONG I WAS. LOADS OF VARIETY IN THE MISSIONS, SUPERB GRAPHICS, SOME ROCK HARD LEVELS AND A FEW FUNNY BITS TOO CAN ONLY MEAN THIS WILL BE PLAYED FOR MONTHS TO COME. GO OUT AND PURCHASE THIS NOW!!!!



These weak choppers crumble after a hellfire, so let him have it buddy!

Believe it or not, this bloke is Elvis! Shoot him for some Uh huh huh-ing!

MATT COMMENT

THE ONLY STRIKE GAME I'D PLAYED BEFORE THIS WAS JUNGLE, AND SOVIET IS EVEN BETTER! THE FMV WORKS MORE EFFECTIVELY THAN IN ANY OTHER I'VE SEEN BEFORE, THE MISSIONS ARE EXTREMELY WELL THOUGHT OUT, AND THE DIFFICULTY LEVEL AND LEARNING CURVES ARE SET PERFECTLY. THE ATTENTION TO DETAIL IS ALSO VERY IMPRESSIVE, WITH OODLES OF CHARACTER CRAMMED INTO EVERY ANIMATION, AND OVERALL — WELL, CAN'T YOU TELL — IT'S BRILLIANT! A HIGHLY RECOMMENDED GAME. A PLAYSTATION CLASSIC!

FACE THE FIRING SQUAD!

As you travel through each of the five levels, little mini-tasks reveal themselves to you. Usually these involve rescuing a group of locals, or stopping an ambush, but as they aren't one of your main objectives for the level, they don't always need completing. The first one you encounter is a co-pilot coming face to face with the firing squad!

You get the video message that Nick is held captive, and needs rescuing before being executed! 'Cor blimey guv'nor!

And there he is! Nick is being lead to his death as we speak and unless you act fast, he's gonna be Vulture food!

He's in their sights now! I suggest you launch something pretty hefty at them or it's mission failed for you sonny boy!

"And about time too," bellows a relieved comrade! Once saved, he then becomes your co-pilot.

OVERALL

IT DOESN'T GET MUCH BETTER THAN THIS! EA REWORK AN OLD CLASSIC AND MAKE A NEW ONE! A CONTENDER FOR ONE OF THE FINEST GAMES OF THE YEAR, AND WE CAN'T RECOMMEND IT HIGHLY ENOUGH!

91 SOUNDS

91 ANIMATION

94 GRAPHICS

95 PLAYABILITY

93

ALTERNATIVES
AGILE WARRIOR, GUNSHIP, TOP GUN.

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REVIEW

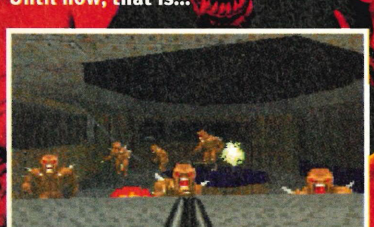
FINAL DOOM

Kids, let's be honest. You bought Doom by the thousands, you played it to death, and then you asked for more. Well zip yer jabbering, 'cos if I'm not very much mistaken, your wish has been granted.

MEAN MACHINES PLAYSTATION BUY IT! BUY IT! BUY IT!

RED HOT!

Blimey! If I had a tenner for every time I've had to write an intro about Doom and its related titles... well, let's just say that I'd be able to had a good few curries and STILL have change for a peshwari naan! So (I ask myself for the n'th time) what is there to be said about Doom that ain't already been said about a zillion times before? Yes, it's a classic. Yes, it invented an entire genre of its own. And yes, it was a pretty bloody brilliant PlayStation game. Of course, where the PSX suffered in comparison to the PC version was that, while those speccy nerds could download new levels whenever they wanted, we had to go round the same levels time and time again. Until now, that is...



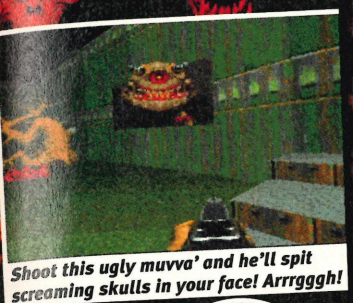
OH MY GOD! IT'S ABSOLUTELY HIDEOUS!

No, not our beloved editor after a heavy night, er... enjoying himself with some 'happy liquid' but, in fact, some of the many denizens that inhabit the various levels of Final Doom. Egads but they're ugly sods!

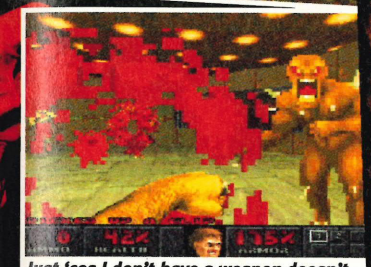
It's the Chaingun guy, and he ain't happy! Chugga-chugga!

"GIVE ME A SANDWICH!" Stay away from my buffet, skull-breath! BOK!

BY: GT INTERACTIVE OUT: NOVEMBER PRICE: £44.99



Shoot this ugly muvva' and he'll spit screaming skulls in your face! Arrrgggh!



Just 'cos I don't have a weapon doesn't mean I can't take out an imp or two!

YES, I KNOW YOU KNOW THIS!

I stand with my hands in the air. I KNOW that most of you know ALL of the weapons and their various attributes already, but just in case any of our readers have only recently emerged from their mother's womb, here are the various weapons and attacking styles to be found in Final Doom.

When the going gets tough (and you've run out of ammo) it's down to you and your bare knuckles I'm afraid. Your only chance is to find a strength-enhancing Berserk power-up.

Particularly good on monsters with no long-ranged attack (ie the pink demons and fat tomato gits) this is better than an electric carving knife on a Sunday. If you know what I mean.

About as basic as the weapons get in Final Doom, the Pistol is a slow-firing, low-damaging weapon. Still, it's better than nowt' and no mistakin'. (Quick, shoot him in the back. Oof!)

A-ha! Now things are starting to get REALLY interesting. The Shotgun is by far one of the best weapons — with quick reloading and high impact. "Come get some, ugly!"

Fairly obviously, the Super Shotgun is twice as powerful as its single-barrelled brother, but takes much longer to reload between shots. Close-range mayhem ahoy!

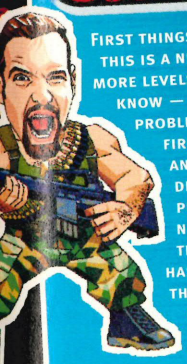
Good for projectile-launching baddies, the Chaingun not only inflicts constant damage, but also 'stutters' the enemy, preventing them from firing back.

The Rocket Launcher is brilliant for taking out big baddies from distance, but dangerous in close quarters as you'll take tons of damage should it explode near you. BEWARE!

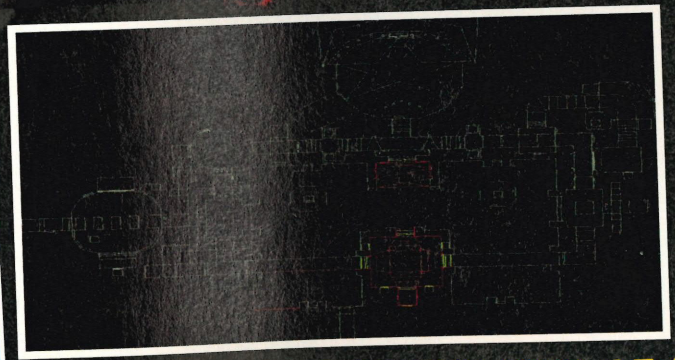
The Plasma gun works in a similar, continuous-fire fashion to the Chaingun, only one hell of a lot more powerful. Good for clearing busy areas with sweeping motions.

The big fella himself! The BFG fires like the Rocket Launcher, only without the risk of hurting yourself, and affecting baddies over a much greater area. THE ULTIMATE WEAPON TO HAVE!

MATT COMMENT



FIRST THINGS FIRST: DON'T THINK THIS IS A NEW GAME. IT'S SIMPLY MORE LEVELS OF WHAT YOU ALREADY KNOW — BUT I DON'T HAVE A PROBLEM WITH THAT! THE FIRST GAME WAS BRILLIANT, AND CONSIDERING THE DEMANDING HORDES OF PUNTERS, I IMAGINE THIS NEW DISK WILL BE MORE THAN WELCOME. THE GAME HASN'T CHANGED AND, AT THE END OF THE DAY, YOU CAN BUT SAY "HEY! YOU WANTED MORE DOOM — HERE IT BLIMMIN' WELL IS!" AND DON'T FORGET THE LINK-UP MODE. INCIDENTALLY, IT'S HARD AS NAILS!)



WILL YOU LOOK AT THE SIZE OF THAT!

Though the gameplay found within Final Doom is essentially no different to that of the original Doom, the thing that sets these two products aside is the size and complexity of the level maps. The puzzles are much harder to solve, the areas to be covered much larger, the hidden areas even better hidden, and — of course — there are very very VERY many more monsters to engage!

STEVE COMMENT

I WAS A COMPLETE DOOM VIRGIN BEFORE THIS ISSUE. AND NOW I REALISE WHAT I HAVE MISSED! VIOLENCE, DESTRUCTION AND GORE MAKE THIS A SUPERB GAME! BRILLIANT PLAYABILITY AND GRAPHICS TO DROOL OVER. BUY IT NOW READERS!

OVERALL

AS FAR AS I'M CONCERNED, DOOM IS AN ABSOLUTE CLASSIC. HAVING GONE BACK AND COMPLETED IT SO MANY TIMES (AND WHAT FUN!) I'M THRILLED TO HAVE MORE LEVELS. DON'T ASK QUESTIONS — GET STUCK IN!

ALTERNATIVES

DOOM, ALIEN TRILOGY, TUNNEL B1.

87 SOUNDS

82 ANIMATION

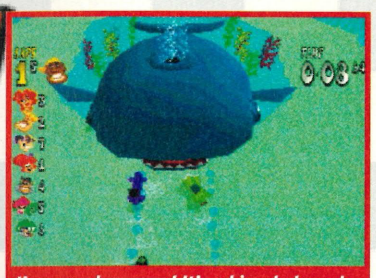
89 GRAPHICS

92 PLAYABILITY

90

REVIEW

SUPERSONIC RACERS



I'm scared mummy! It's a big whale and Greenpeace are after it. Parp! Sorry.

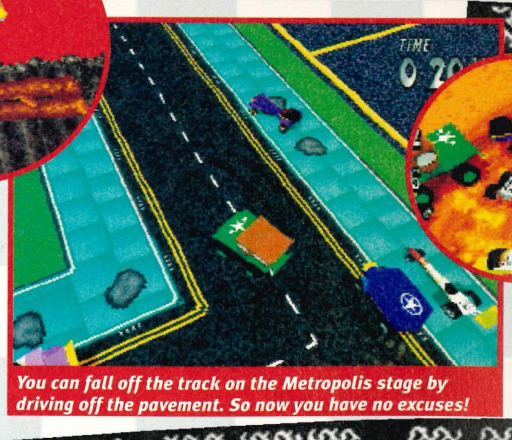
With the PlayStation market keeping a very keen eye out for Micro Machines, Mindscape sneak in through the back door with their own 'wacky' racer in a bid to grap themselves a piece of the action.

Can you imagine if people had cars that suited their personality or hobbies? Well for a start Michael Jackson would have to have a Bubble Car, and Nick Faldo would drive a Golf. Then of course Sam Fox would ride in a topless Fiesta while Tony Adams would be on a bike (and if you don't get that, check out the newspapers!) It appears that the racers in Supersonic carry the same conditions. The evil Dr Diabolical drives his nuclear Dick Dastardly mobile, the American bloke drives his yellow cab, and the flash git, Johnny, travels about in his drag racer! But that doesn't necessarily apply to all of the racers, otherwise Varouka wouldn't be driving a huge blinkin' juggernaut, more like a fold away pushchair.

TOYS FOR THE BOYS!

Something which alters depending on the track you choose to race on is the car you drive. Obviously the standard courses like Metropolis and Desert don't need any special attachments, but in true James Bond-style, your car can morph into lots of weird things...

"Get your ass to Mars!" Oz is getting a bit miffed in the cab, so he lets rip with his Total Recall quotes. Strange!



You can fall off the track on the Metropolis stage by driving off the pavement. So now you have no excuses!

ARE YOU DAMON IN DISGUISE?

Finishing the quota of laps for each track isn't the only way of winning a race. If you manage to pull off an exceedingly good first cycle, the computer will reward you with a victory straight away. Likewise, if you fail to make the qualifying position of third or above, then you'll have to retake one lap, and make it under the allotted time, or it's game over pal! We never said it was easy!

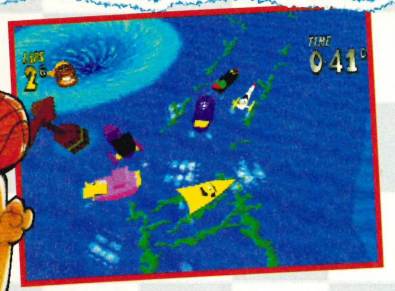
BY: MINDSCAPE OUT: NOVEMBER PRICE: £44.99

A Haunted House and bats eh? Zero out of ten for originality then.

Even flying around the crumbling cheese waffle from hell doesn't save this game!

TRACKS OUT FOR THE LADS!

Since we looked at the last version of the game, all of the other levels have been included, so to save looking back at the stuff you've already seen, here – briefly – are some snippets of the newest stages to be included.

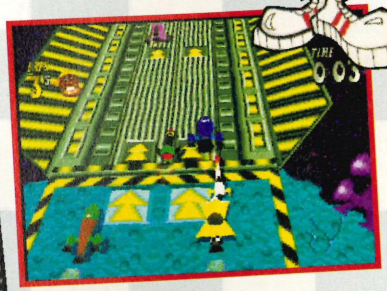


PIRATES

'Shiver me timbers, pieces of eight, walk the plank, ooh arr Jim lad' shenanigans ahoy, as supersonic goes all Long John Silvery on us.

PERSIA

New location number two sees us move into Aladdin-style country. By the way, keep your eyes open as the tracks are very hard to make out.



SPACE

The final frontier! These are the voyages of the Supersonic Racers. Controlling these jets is VERY hard, so try to be a little patient!

ZEPPLINS

Not Led, but more like the airships. Because they are up in the clouds, the speed and reaction time is very slow. Reliant Robin slow in fact.

HAUNTED HOUSE

Bwa ha ha! Enter at your peril. Welcome to the world of graveyards, bats and spooky sounds like Oz going "Effffff!" all the time. Scary.

IT'S A KNOCKOUT!

One of the many new game styles that have been shoved into the final version of this game is the Knockout Mode. Basically, this involves all of the eight competitors racing against each other, but after every track, one person is eliminated. It's kinda like musical chairs, 'cos if you're last, you're out! Then, wherever you finish in the race is where you'll start the next race — with the winner starting first, the second starting after him, and so on. The incentive is to finish as high up as possible, 'cos that way you don't start already behind everybody!

STEVE COMMENT

What went wrong? The preview version we had of this looked very promising indeed! And then, all of a sudden, it's pants! The tracks are very poorly laid out on some of the stages – Persia springs to mind – making it difficult to tell where you're supposed to be going! Some of the cars have very dodgy handling too, resulting in pointless races. It could have been a serious challenger to Micro Machines, but instead it's on par with Skoda Machines and Lada vehicles. Oh dear!

MATT COMMENT

I was actually quite looking forward to SR, but somehow the final product just doesn't do it for me. You seem to spend so much time watching the CPU drag your winning or losing car around, your attention wanders. A right shame!

OVERALL

First impressions don't last! What could have been a gleaming Ferrari of a game, has turned out to be a clapped out old banger. Dodgy handling, and some poor camera angles really spoil this. Plop.

ALTERNATIVES
F1, Burning Road, Wipeout 2097.

72 SOUNDS
70 ANIMATION
67 GRAPHICS
65 PLAYABILITY

69

PREVIEW

STAR GLADIATOR

The undisputed masters of 2D beat-'em-ups enter new territory with Star Gladiator, their first foray into the world of 3D fighting games. Could this be a warm up for Capcom's other big 3D releases for the future...?

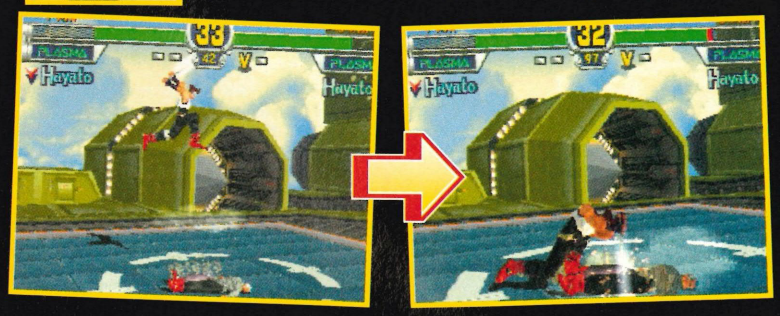
There appear to be two types of 3D fighting game around at the moment. One is the sensible sort; with moves that are actually half believable — a la Tobal — featuring kicks that don't require you to float for an eternity without touching the floor, and uppercuts that don't fly into the top of the screen with you. Then you have the completely mental ones with things that are so, well... unbelievable, that you can only sit back and laugh (like Toshinden). People producing fireballs from their whips and flaming multiple-sword attacks are about as realistic as a silent, non-smelly fart in a crowded lift. With the advent of SG however, Capcom appear to be trying to get the best of both worlds. A bit of sane action, and then in with the extravagant tomfoolery. Expect to see a few well placed kicks and punches and then a few stupendous sword slashes and outrageous combo attacks. Hey ho!

THIS TOWN AIN'T BIG ENOUGH!

Well, where would any self respecting preview of a top ranking beat-'em-up be without a profile on the game characters? Absolutely nowhere!

HAYATO

Hayato carries the hopes of the Earth with him, as he's their ultimate warrior — not to mention a master of the Plasma Sword. He'll be a good choice for the beginners as his moves aren't complicated to pull off, and he's also pretty powerful.



JUNE

The "Cute Mistress of the Plasma Circles" packs a nasty punch when her Plasma move is performed. Not only does she snap your neck twice, but she finishes it all off by giving you a bit of a bottom bump! It's a good job she hasn't got the farts!

EPISODE:I FINAL CRUSADE

SATURN

The Plasma Yo-Yo wielding alien is a pretty cool guy. Despite his cone-head appearance, the combination attacks he strings together with the Yo-Yos are pretty awesome. They have a long range, so try to get in close when fighting against him.

GAMOF

He's a blinking Ewok! The fighting fur ball is a slow creature and could do with a kick up the hairy backside from some of his Wooky mates! WARNING. Crap joke imminent: what does he do in his spare time then? He Chews-Bacca!!! – Groan!

GERELT

Gerelt is the poncy, fencer bloke who loves himself and his sword – make of that what you will! He has a really cool Plasma move, in which he slices he opponent standing up, then flips them into the air and slices them from above!

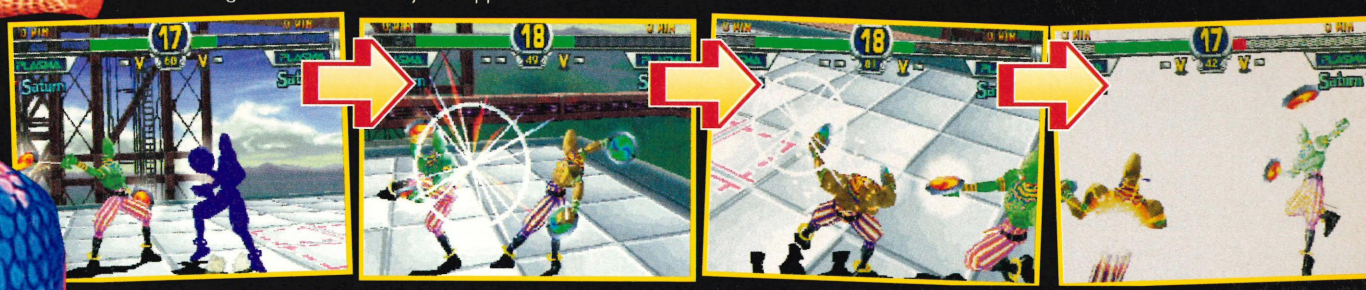
BY: VIRGIN OUT: DECEMBER PRICE: TBA

THERE WAS THIS EVIL BLOKE...

There's only so much plot you can involve into a beat-'em-up because after a while, people cotton on to the fact that the future is a ravaged place with constant wars and there's an evil dictator... Blah. Blah. Blah! Well Star Gladiator has the same wooden plot too. The year is 2348 and hoomans are virtual space grandads having explored the galaxies for centuries now. They're good mates with aliens and people often pop over to Mars for their summer hols. Then in steps Edward Bilstein – dah da daaaaaa! Basically he discovers humanities sixth sense – Plasma Power – and tries to get warriors to join him, utilise the power and take over the Earth. Nobody listens, and he gets lobbed in the slammer. After six years he builds himself a huge cyborg suit thing, and escapes. The Earth Federation then panics and sends out a load of warriors to stop him, hence this game. Phew! Is it worth it?

TURNING THE TIDES!

Something else which varies from the other fighting games Capcom are now famous for, is the countering system. Although not introduced until the Alpha series, the countering has become an essential part of any good fighting game. Star Gladiator has a similar technique, but one that works differently. By executing the Guard Attack, your character will stand and glow for a few seconds. If the opponent hits you while you are flashing, the counter is activated and your enemy is left dazed on the floor, wondering what on earth has just happened!



VECTOR

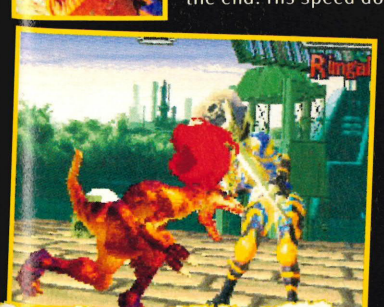
Vector was created primarily as a war-machine, so he packs a few nasty punches. He has a laser attack — not too dissimilar from Devil Kazuya's in Tekken 2 — that, unfortunately, cannot be blocked. The only way to avoid it, is to duck underneath.

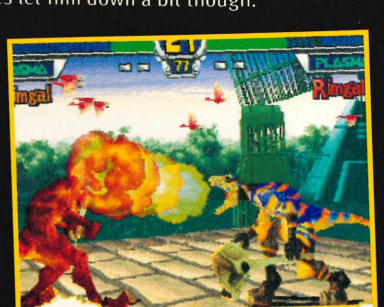
ZELKIN

This giant bird-like alien has the ability to get out of tricky situations by flying away from them. His Plasma moves also rely heavily on the fact that he can go airborne, with the final two hits being conducted high above the fighting arena.

RIMGAL

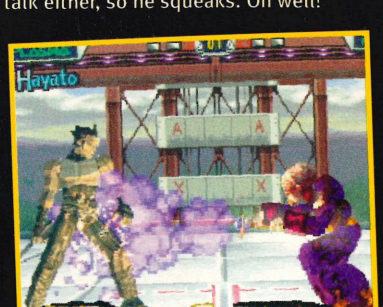
This mutated dinosaur is prone to eating flesh and won't hesitate in coming up and munching on your nether regions! He also breaths fire, and carries a club sporting a huge skull on the end! His speed does let him down a bit though.





GORE

He looks more like a giant brain on a body than anything else, but his psychic powers enable him to morph to treble his normal size — which is so big, all you can see on screen are his legs and feet! He can't talk either, so he squeaks. Oh well!



PREVIEW

THE MEANING OF LIFE?

The Star Gladiator team obviously wanted to try something a little different when they were creating the combo engine for this game, and d'you know what? They did. The idea behind the combos, is kind of like a chain reaction. Once you have started with one button, a choice of two others can be used to continue the sequence. This then frees up another two buttons and so on. To complete a plasma combo, you must connect with five hits, and for the Super Finish, complete the extra sixth attack.

A-TYPE

These are the swordsmen, Hayato and Gerelt. The majority of their Plasma moves consist of lunges and jabs with the swords, and if you manage to pull off the full monty, practically dicing your opponents to death is the brilliantly satisfying result you'll achieve.

B-TYPE

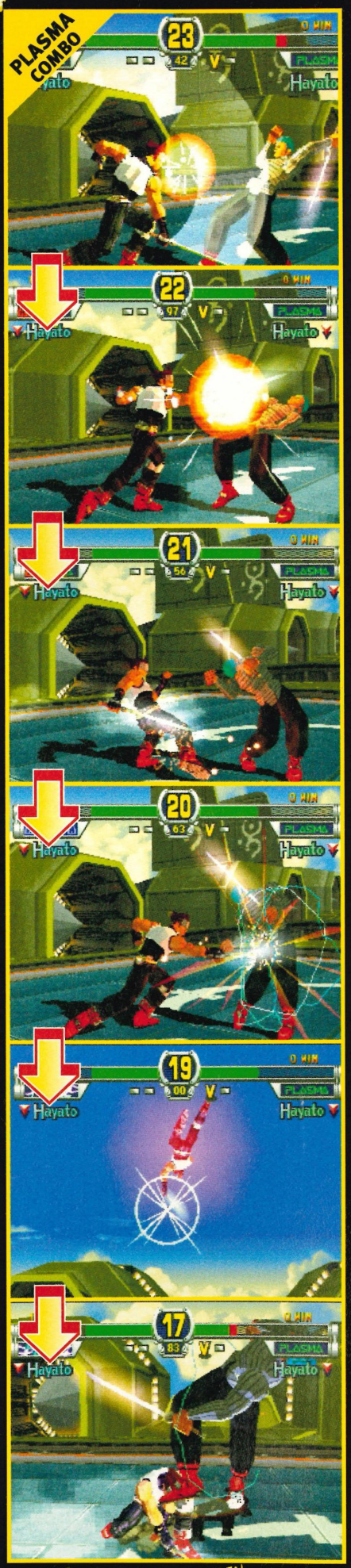
The most common form of Plasma combo, with four of the characters utilising this style. These fighters are the more 'alien' of the bunch, with big robots and furry creatures the norm. Watch out though, 'cos if you get caught in Gamof's plasma, you can kiss your life goodbye.

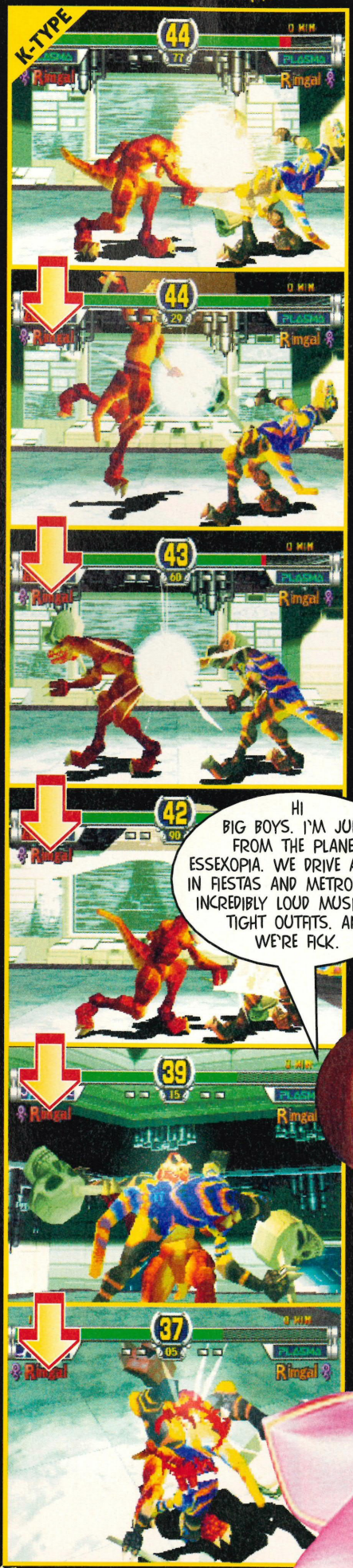
K TYPE

This final group is primarily the kick based plasmas. It also contains the funniest 'finish' of all of them: Rimgal. Not only does this fella head butt you, pound you with his skull and kick you, he then picks you up, and bites you in the crotch! Oof!

NIGHTS OF THE ROUND!

To add a little more to the way the game looks, the stages go from daytime to night, should the fight go into a third round. Although it doesn't affect the game in any major way, it does show up the light sourcing used on some of the more lavish moves. Smart stuff all round.





BACK TO THE FUTURE!

Backgrounds are fast becoming just as an important part of fighting games, as the actual fighting! Alpha 2 has some of the most detailed backgrounds ever, and as new and more powerful arcade games appear, the actual arena affects your moves. Although Star Gladiator doesn't use them to that much effect, it still features extremely detailed fighting zones. Lifts that are moving while you're playing, space terminals complete with battling ships, and a giant radar site are the norm with Star Gladiators! Wow!

Gore Blimey! Look at the size of him. Buying shoes and trousers must be a right bugger!

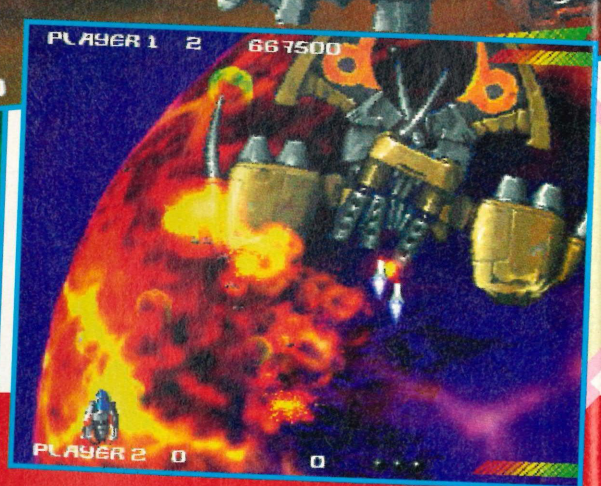
PREVIEW

What the PlayStation needs is a blimmin' good space shoot-'em-up. Hold on what's that I hear you screaming through the space lanes? Eh, could it be that Ocean and Team 17 are going to answer our prayers with X2?

You really can't beat a good blast fest can you, and space shooters are always the very best at delivering the goods for this type of affair. There's nothing better than slipping into yer anti-grav suit (pyjamas), proceeding to the flight deck of your ship (sock smelling bedroom) and igniting the engines on the battle cruiser Well 'Ard (cranking up your PlayStation in other words). As Wolf Flipside accompanied only by my fearless, faithful sidekick The Gronk, a cyborg midget who I saved from life as a toothpick for the mighty Sla*gh@ (an old Action Man destined for the charity shops), we would kick some serious alien ass. That was until the authorities grounded us for not finishing our tea or attending to the small matter of homework – cheers mum. But after several years enforced hard labour my dreams of returning to the depths of space are about to be realised because Ocean and Team 17 are getting ready for blast-off with X2. To battle then my friends, obviously minus The Gronk, the smelly boudoir and the homework...

BOSS DRUM!

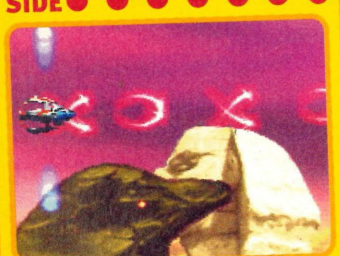
X2 boasts some absolutely colossal bosses. But, they're not just big, they're absolutely rock as well. Earlier bosses have general weak spots that you can expose just by blasting away at their evil hearts, but as you progress further into the levels you'll soon find that the crafty beggars only expose their soft, fleshy bits at particular moments. Until they do though, you'll just have to dodge the torrent of firepower that rains down on you. D'oh!



SHOW ME YOUR WEAPON...

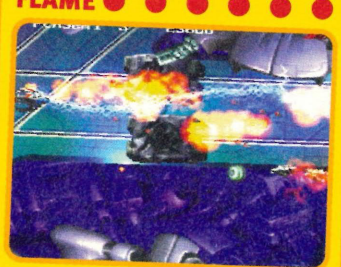
X2 boasts hell of an armoury for you to fight with and you're really gonna need it if you're going to get anywhere in this rock-hard blaster. Let's peruse the many deadly ways in which you can vaporise the insectoid bunch you are protecting Earth from...

SIDE



A continuous flow of fire-power that bursts from the side of the ship.

FLAME



A short fiery burst of flame that toasts the opposition.

RIPPLE

A twin beam that weaves inside itself as it heads towards your foes.

PLASMA

A wide beam that stands a good chance of hitting something.

ALL KINDS OF EVERYTHING!

X2 takes every conceivable style of space-shooter and throws 'em all into the pot. Here for your deliberation are the various styles of play to expect in X2...

Sideways left-to-right parallaxing levels where the ground is beneath your ship with aliens below you as in Scramble.

Left-to-right blasting again, but the ground is beneath you and into the screen. These levels feature a variety of ground-based aliens to put to their ugly, 'orrible deaths!

This time we're proceeding up the screen towards the top of your telly looking to see off the hordes of nasties.

There's not many of these levels in X2 and they ask you to rise and fall into the screen dodging both aliens and asteroids as you make your way up the screen.

Combo levels that feature a variety of directions. You'll start flying up the screen and, at a certain point in the level, be twisted around to fly and fight in a totally different direction.

TWIN

Double the dose of umph as the Twin shot releases two shots from your front cannon. Taste death!

LASER

A very thin beam that has to be used accurately, but is more powerful than yer Plasma.

STARSTRIKE

Stars that track their target and explode upon impact.

HOMING MISSILES

Similar to the Starstrike only the missiles track their target in less time.

LASER SNAKE

A bolt of electricity that streaks towards its target and frazzles it!

SHIELDS

Protects your craft from incoming fire for a limited period of time.

MEGABOMB

Stars that track their target and explode upon impact. Kaboom!

PREVIEW

IT'S NOT THE SIZE OF YER WEAPON...

... It's the power of the shot that counts. Actually in X2 it's a combination of the two because you'll never defeat the enemy with the standard weapon alone. To get a weapons upgrade you must destroy a whole attack wave of aliens and then fly over the Power-Up icon that you so richly deserve – these change if you wait. You'll then be given either an additional weapon or a boost to your present arsenal. For example, if you already have Homing Missiles and you receive another Power-Up exactly the same, fear not 'cos you'll just unleash even more of the suckers.

I SAW THREE SHIPS...

Here we are in the garage forecourt once again, choosing exactly what type of craft to take into battle. Remember metallic paint jobs cost you more and don't forget the crippling repayments that'll impair your social life forever! Ah well, think of the crumpet...

XS01

A well balanced craft that has a fairly fast 0-60, but also can deal out the punishment. Has a lovely walnut dash and boot space for that all-important set of golf clubs.

XS02

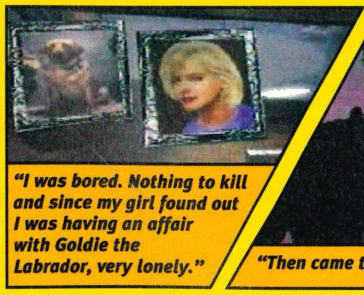
A bit of a mule in the old pace department, but laden to the hilt with deadly weapons. Optional five year anti-corrosion warranty available with this model sir! Can I tempt you?

XS03

The sports model and a real something around town to be sure. Not too poo hot in the blowing-things-up department, but a real lady puller.

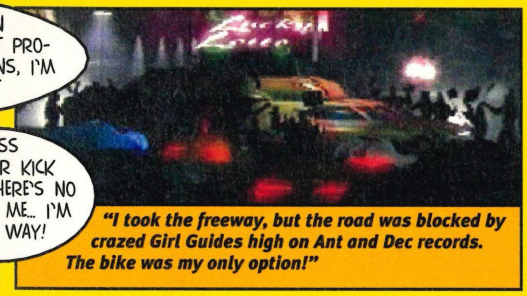
THE X-FILES

Every avenging hero needs reasons to deliver mass genocide upon his foes. Admittedly these are normally flimsier than a pair of paper pants, but let's at least give him a chance to explain...



"I was bored. Nothing to kill and since my girl found out I was having an affair with Goldie the Labrador, very lonely."

"Then came the call from the hospital..."

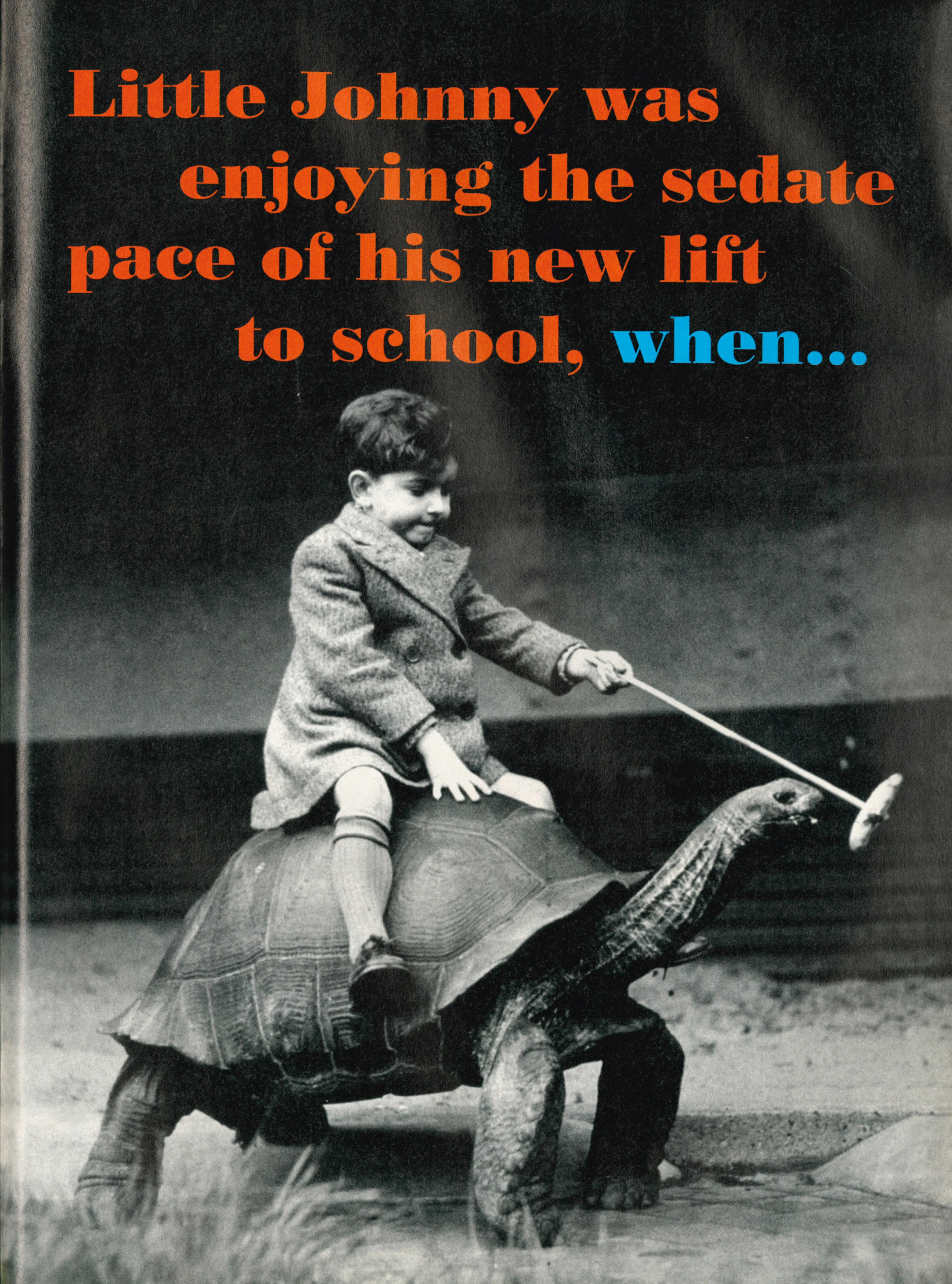


"I took the freeway, but the road was blocked by crazed Girl Guides high on Ant and Dec records. The bike was my only option!"

"Peddling like a demon, I gracefully shifted my Raleigh Chopper into third and made for the docking bay. Maybe sheep-dog trials weren't out the kennel door yet."

"I arrived and cocked my leg up the side of the ship. The ops were going well, but I was gonna need more than doggy breath if I was gonna get a life on four legs... er, let's rock. Woof!"

"Woof! Woof and away!!"

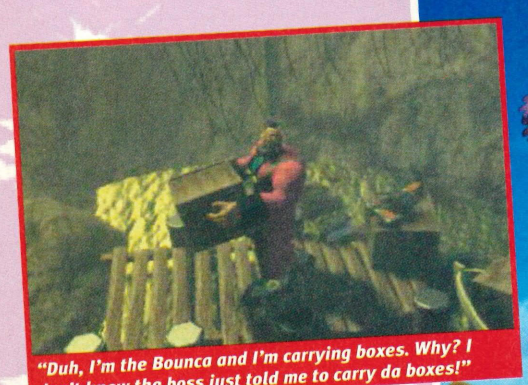

Little Johnny was enjoying the sedate pace of his new lift to school, when...

PREVIEW

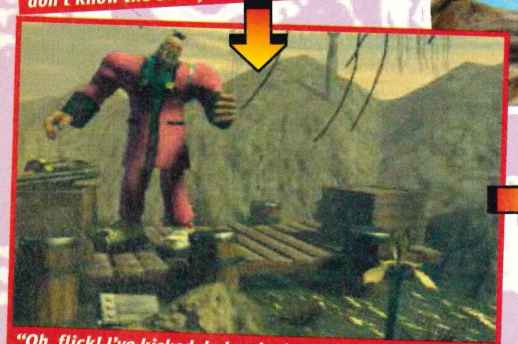
RE-LOAD

Do you remember Loaded? Yes, the game where you chop everything into small bite-size pieces – surely you remember now? Well, it's about to make a return with even more guts, more death and lots, lots more blood. Nurse! The screens, I'm ready for my medication!

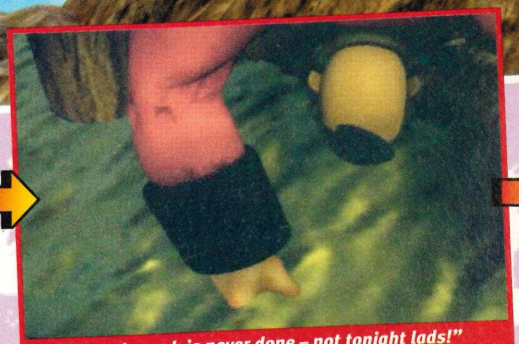
Did you know that Loaded sold over 100,000 copies across the green pastures of our fair Isle. Can you believe a race of animal loving, bottle recycling, quiche eating, whale saving lovvies as us Brits went out in our thousands and invested in this gore-fest? It's true you know. It seems, by day we (not me by the way) waltz around meadows, picking blossom, writing words of love to flowery dressed women while abhorring violence of any nature. Only to bid them a sighful farewell, to get home to set up our PlayStations and perform mass pixillated genocide on anything that even attempts to move within a screen of us. Well, it keeps those feelings suppressed for another day doesn't it. Very nineties lads, I must say!



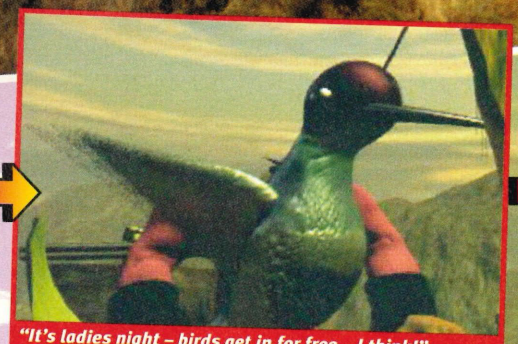
"Duh, I'm the Bounca and I'm carrying boxes. Why? I don't know the boss just told me to carry da boxes!"



"Oh, flick! I've kicked da box in da water! Bottocks!"



"A bouncer's work is never done – not tonight lads!"



"It's ladies night – birds get in for free... I think!"

RELOADED

WITH A LITTLE HELP FROM MY FIENDS...

Yes, indeedy folks, many of the motley crew that inhabited the dark recesses of Loaded are back to cause absolute carnage in Reloaded. Let's reintroduce ourselves to those gentle folk and meet a few new friends as well...

MAMMA

Coochie-coochie-coo! Mamma's boy returns and he hasn't grown up a tot. He's still desperate for a hug, can't eat solids and still does that horrible bright green baby muck!

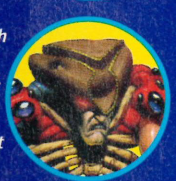
BUTCH

The tranny with an attitude slips out of his A-line skirt and into something a little more comfortable! Well kind of 'cos that swimming cossie looks like it's about to split his differences permanently!

BOUNCA

The doorman with the cheese grater grin stomps back into the fray with the same limited IQ. He's as strong as an ox and as thick as its excrement – bless his little triple-barrelled blaster!

CAP N' HANDS



The bad tempered one of the bunch comes cursing back with a mouth that's fouler than a chicken burger. He still sports his two flint-locks and those lovely thigh-length boots. Cap'n Birdseye eat yer heart out me old mate!

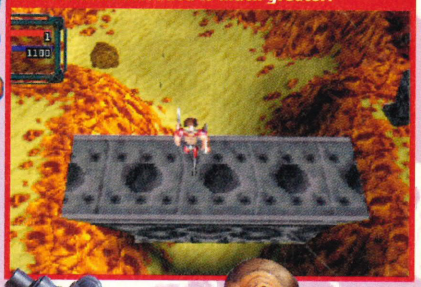
THE CONSUMER

Meet the new girl of the group. This young lady has a taste for human flesh and her nice, shiny metal teeth make sure she gets the right mouthful. She's the Spice girl you just wouldn't want to swop spit with at the school disco!

SISTER MAGPIE

A robotic Mother Therasa that doesn't like folk to dodge the collection tin. Failure to comply usually ends with a salvo of laser fire. So, next time you here the rattle of change think very hard!

You can see immediately that the variety of level within Reloaded is much greater!

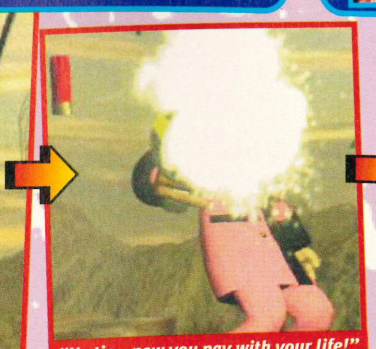


HI! SINCE I TOOK THE SLIM QWIK CHALLENGE I'VE LOST FIVE WHOLE STONE. UNFORTUNATELY I'M COMPLETELY PSYCHOTIC NOW!

OUCH!! ME CLACKERS ARE WEDGED IN THE SEAM OF ME BIKINI – SOMEBODY FETCH A DOCTOR!

CHEBBY CHASE!

We all thought that the backgrounds and effects in Loaded were pretty neat, well it's time to think again because both the background and lighting effects have been taken to a new dimension. For example, the final level where you find yourself miniaturised onto the sweaty body of the big, bad boss, CHEB, you'll see his chest expand and contract as he breaths, while his eyes follow you around as you trample through his sweaty pubes. If all this gets you down, traipse up his chest and take it out on CHEB's nipples – blast 'em enough and they'll explode into tiny fragments of niplet. Seriously!



"No tie – now you pay with your life!"

"Ha-ha! I feel like chicken tonight! Yummy! Yummy!

PREVIEW

LEVEL HEADED!

A major criticism of the first Loaded game was that there wasn't enough variety in the levels and that once you'd seen one and solved the rather simplistic puzzles you might as well pull the plug and play something else. Well, things have changed and Reloaded has a much greater variety of level that, among other things, will see you wandering through deserts or floating after the CHEBster in a giant boat!

Bounca displays his insatiable desire to kill, maim and generally hurt everyone!

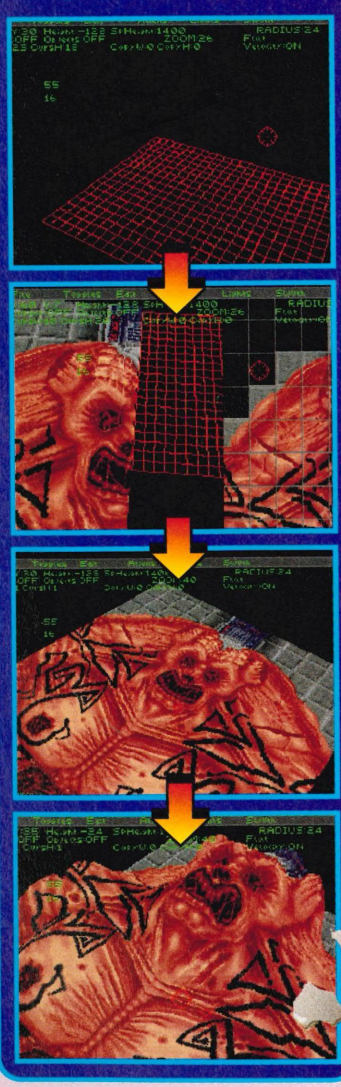
Fall in these vats of molten 'stuff' and Bounca'll get a burnt botty!

GET SMART!

Each of the seven characters obviously have their own trademark weapon that throws fear into the hearts of nasty, pixillated baddies, but when the going gets tough you sometimes need something with a little more bite. Introducing the good, old Smart Bomb. Yep, when you're totally outnumbered and the chips are not very up, just wiggle your porkies up to the Triangle button on yer pad and you'll nuke everything on the screen. Very gory and very, satisfying!

HOW DO THEY DO THAT?

The levels in Reloaded are made up of hundreds and hundreds of tiny little tiles – like your mum's kitchen floor. These are then mapped with a texture, and thanks to Gremlin's clever little level editor, are then given depth by lowering or raising said tiles. See, learn something new every day don't you... Oi! Wake up!



Here we see CHEB strapped down to a table while Cap'n Hands wanders around his anatomy blowing bits of it up.

WHAT'S ALL THIS BLOODY MESS?

Did you really think that Reloaded would drain itself of its older brother's gore factor? Cause you didn't! In fact Reloaded has an even brighter splattering of the red stuff. Each time your bullets rip through CHUB's henchmen their little bodies take hits, until they can handle no more and explode all over the floor, leaving such a mess that not even Flash could cut the cleaning time! Completely disgusting!

TALKED TO DEATH!

Reloaded is more than just a case of turning all lifeforms into Slush Puppy – you can be merciful and take pity on the wounded. Well, ask them questions (to which they'll give you give you a helpful clue) and then rip into them with a laser blast that shoots entrails and brains all over the level. Merciful, my ass!

BLAM!

available on:
PC CD-ROM
SEGA SATURN
PLAYSTATION

BLAM!
-MACHINEHEAD

See! *through the eyes of Dr Kimberly Stride as you ride the Vorpal Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama.* ***Gasp!*** *with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV.* ***Laugh!*** *in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration.* ***Scream!*** *with terror at horrific hordes of mutated polygonal enemies.* ***Beg!*** *for mercy as you face the Machinehead in the mother of all showdowns...* ***Play!*** ***Blam!-Machinehead!*** *for the ride of your life.*

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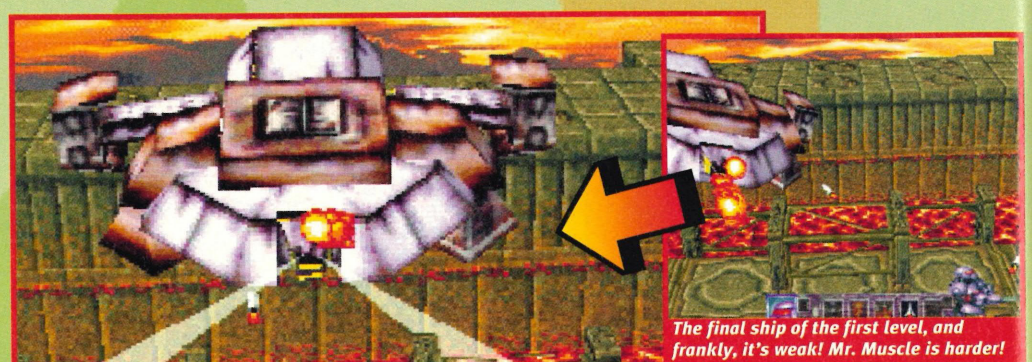
CORE

PREVIEW

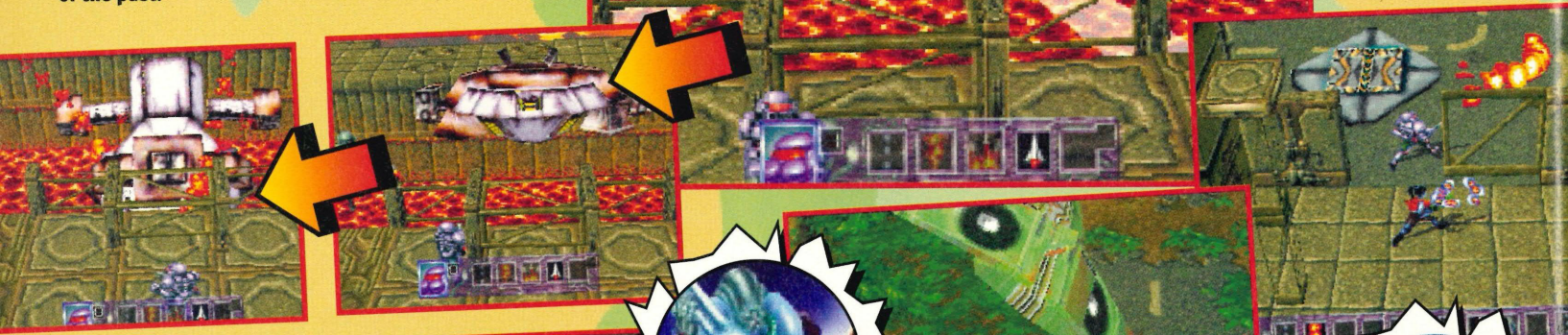
Contra
Legacy Of War

Another old 16 bit game gets the 3D treatment, as Konami warm up Contra for us to heat our gaming fingers on during the cold winter months.

Back in the days, when the NES ruled supreme, there emerged a game called Probotector – Contra in America. It was a simple affair, with one or two players running along sideways-scrolling levels, shooting everything in sight. It was a damn good chuckle. In fact, when it came out there was a massive chuckle epidemic throughout Nintendo owners, and that's how the Chuckle Brothers were formed... but that's a different story altogether! Now doctors and TV companies all over the country are bracing themselves for more of the same, as this version nears completion. Laughing gas will soon become a thing of the past.

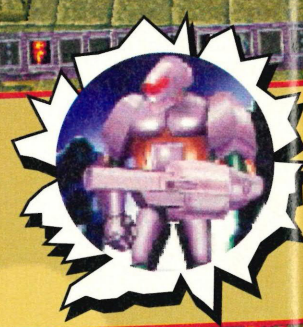


The final ship of the first level, and frankly, it's weak! Mr. Muscle is harder!



What's that? A plane dropping bombs on me? Nah mate, you're pulling my leg!

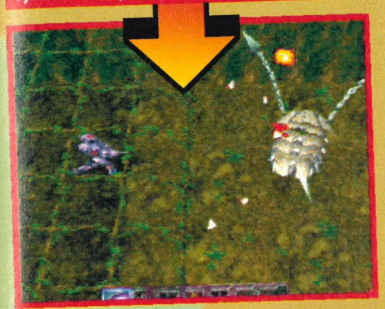
Our excellent designer Oz, has circled this so you know what to pick up. Ahhh.



TWO TO TANGO!

One of the game's strongest selling points was, and still is, the two player mode. Two characters play on screen at once, combining weapon power to the best effect. Not only does this give you a chance to play with a mate, but you can also use teamwork to get around the tricky bosses. The only bummer is that the power ups appear as if you are playing a one player game, so share and share alike.

Jump in at your doom! This is one insect that a dose of Waspeze and a rolled copy of the Sunday Times won't kill. Rah!



ALL IS NOT AS IT SEEMS...

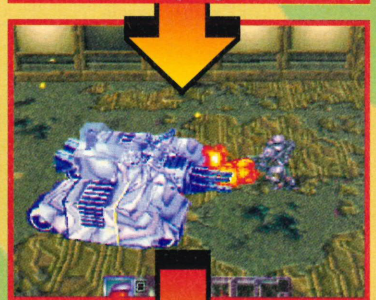
Secret rooms are always a nice addition to any game, as they add a little more to the lastability stakes. Contra, thankfully, has stacks of them. By keeping an eye out for differently coloured wall panels – see the screen shots for an idea – and shooting them, all sorts of secret power-ups, health-ups and invincibility icons can be grabbed — each helping you survive that little bit longer!

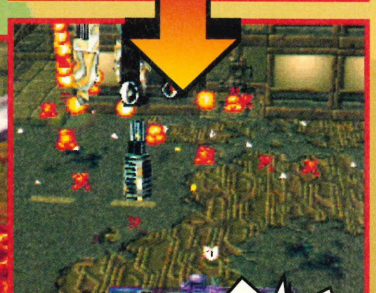
3D OR NOT 3D!

Something that came as a bit of a surprise was the addition of the 3D mode. Quite simply, the extra mode requires the cheesy 3D glasses to gain the optimum effect, and you sit watching the television looking like a complete bonehead and marvel at the 'excellent' graphics.

Woah! The extra hot chilli sauce curry was a little warmer than I had expected! My bum feels like a bonfire! Help!

If the tank comes eye to eye with you, then run, because it'll try a run you over like a wayward hedgehog! Pancakes ahoy!



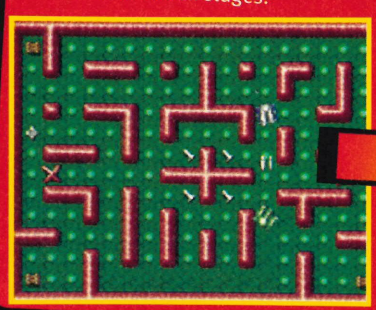


The mid boss for the jungle level is tough so use your homing missiles quickly!

THAT ARCADE EXPERIENCE!

About half way through the Jungle level, you come across a small hut with two arcade machines inside. By walking up to the cabinets, a hidden game of some cheesy old Pac-Man clone appears, and you enter Dullsville. Here you have to wade through level upon level of tank action. Take our advice, die after ten stages!

Blimey! I bet David Attenbrough never found this in the jungle! Gulp!



PREVIEW

BUBBLE BOBBLE 2

It's the bubbles! They come back to haunt me, they do sir! It all started some fourteen years ago, but I've never slept soundly since then. Perhaps Virgin can help me put the cursed demons in their place. A-harrr!

Let's be honest, some families are just unlucky! The Kennedy's, the Lee's (er... you know, Bruce, Brendon, yeah?) and the Bub and Bob family. Having not only had to endure Rainbow Islands, Parasol Stars, and (while transformed into dinosaurs by Baron Von Blubber) Bubble Bobble and Bust-A-Moves one and two, they now find their grandchildren, Babby and Bobby, transformed as they themselves were, and sent to perform more Bubble Bobble-like tasks! It's all familiar territory to be honest, with the same basic format — albeit with a few twists and turns. There are tons of levels to work through, tons of power-ups and hidden bonuses to hunt down, and most importantly, much improved and enhanced graphical pleasures to be enjoyed.

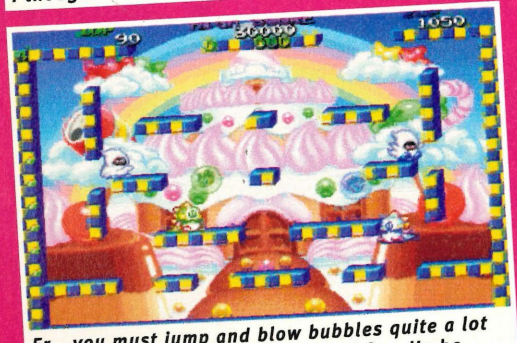
LEVEL HEADED!

One thing that helped the original Bubble Bobble reach classic-dom was the tremendous variety of levels and level designs. Here, for your amazement, pleasure and perusal, are but a few of the flippin' 'undreds an' 'undreds of levels that'll be found in Bubble Bobble 2. Please enjoy them as much a possible.

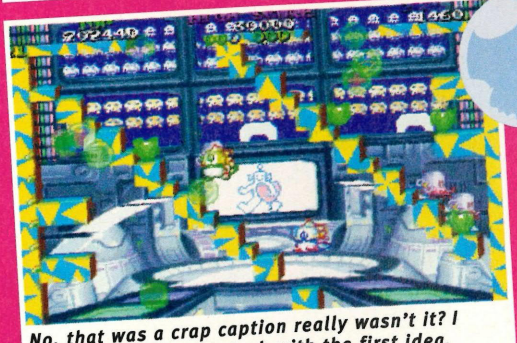
Oz has left me tons and tons of captions to do so I thought I'd waste this one. Okay?

Actually, that first one was so easy to fill up I might do that same with this one. Look! I have!

Si will probably sack me if I do this with all of the captions, so the next one'll be informative...



Er... you must jump and blow bubbles quite a lot in Bubble Bobble 2. Which is good fun. Ha ha.



No, that was a crap caption really wasn't it? I think I should have stuck with the first idea.

Last one, you say? Well that concludes this lesson is caption-writing. Tune in again next month!

BY: VIRGIN OUT: NOVEMBER PRICE: £44.95

Among the various baddies you'll find familiar faces such as these not-so-scary ghosts. Boo!

IT'S A KIND OF NATURAL SELECTION THING!

While Bubble Bobble was a linear game — in as much as that you completed one level and you were automatically taken to the next — Bubble Bobble 2 allows you to decide your route at key points in the game. Complete a certain level and a set of doors will appear, urging you to select one and discover what lies behind. Incidentally, I don't know what they're doing, but they laugh a lot behind the green door. Hmm...

COLLECTIVE COLLECTABILITY!

As is traditional (ie well... that's what happened in the first Bubble Bobble!) there are tons of icons that crop up throughout the various levels; each promising different rewards upon collection. Put on your red shoes, and dance the blues. Collect a clock and freeze time. Pick up a coloured cross and breath fire until you lose a life. Oh yes, they're all here, each heralded by the subtle tolling of a bell.

BRING A FRIEND!

The fact that the original Bubble Bobble was more fun with two players hasn't been ignored, and if anything has been taken one step further! Bubble Bobble 2 allows Babby and Bobby to bring two chums along, Curon and Coron, to not only add some muscle, but engage in hilarious four-player activities. Great!

Each level starts as did Bubble Bobble 1; with the lads floating in on bubbles of their own!

BIG BAD BOSSES!

Unlike the previous Bubble Bobble game (although very similar to subsequent Rainbow Islands and Parasol Stars) Bubble Bobble 2 has end-of-level Guardians to defeat. These enormous buggers aren't effected by the likes of your pathetic bubbles, but can be damaged by the various lightening and fire bubbles that inhabit such levels. I'll leave it to you to work out exactly how you're supposed to dispatch each git!

Co-operation is the name of the game. Or is it Bubble Bobble 2? Memory like a fish, you know!

PREVIEW

C'wor! Super heroes ahoy! Tons of special effects, tons of fighting, and tons of nasty super villains. Yep, that's what's on the menu today, as we order a large portion of Acclaim's latest licence.

IRON MAN/X-O MANOWAR IN HEAVY METAL

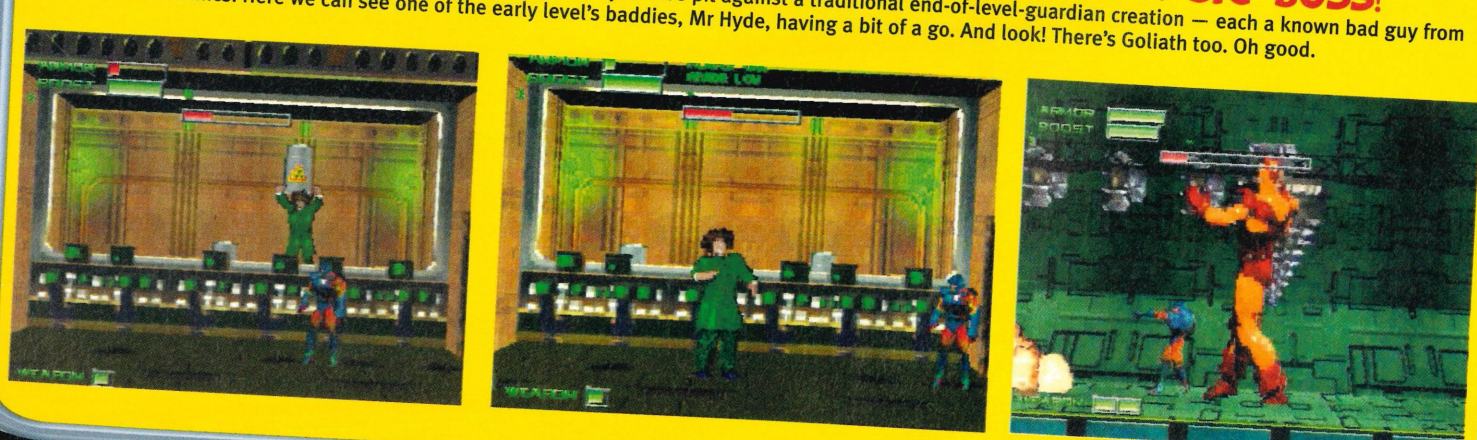
It's no secret that I'm a collector and reader of comics. Every pay-day you'll find me taking the good-time bus to Forbidden Planet to waste all my hard-earnt wonga on the likes of Spiderman, Green Lantern, Avengers and, of course, The Invincible Iron Man. To be honest, it's Iron Man that got me into the whole comic thang a few years ago when, as a bored lad working in Romford, I bought one just to give me something to stare vacantly at whilst sucking down a couple of cheeseburgers. It had a pretty decent story, the art was cool, and all the women had unfeasible large, er... coughs. And so it was that I embarked upon my mission to fill my loft with comic books that, while unlikely to ever be read again, could never be parted with. And now I've got games as well. Cool!

WELL JIGGER MY BUG NUTS, CAP'N! THEM'S SIMULTANEOUS SHENANIGANS!

"Yeah, yeah, yeah — so what?" I hear you say. "What's so much fun about another platform game cleverly dressed up in comic heroes' clothes?" Well, you could be right — unless of course you consider the potential for japes and that the simultaneous two-player mode offers. Oh yes, both big men on-screen at once. "Come my friend. Let us put an end to this evil!" Hurrah! [Dear reader, please insert heroic music at this point. Thanks.]

EGADS! IF I'M NOT VERY MUCH MISTAKEN, IT'S TIME FOR A BIG BOSS!

You'll know when you've reached the end of a major section as you'll be pit against a traditional end-of-level-guardian creation — each a known bad guy from the connected comics. Here we can see one of the early level's baddies, Mr Hyde, having a bit of a go. And look! There's Goliath too. Oh good.



There's a slight 3D feel to the levels in Heavy Metal as — by double tapping up and fire — the heroes can turn and fire into the screen. This allows you to take out enemies and objects that previously appeared only to be background details.

X-O Manowar has a slight difference to Iron Man in that, while Iron Man has both a kick and punch button, X-O's second button is a shield. This is necessary with X-O as he, being taller than Iron Man, can't duck under some guns. "Eat elbow, sucker!"

IRON MAN

Real Name: Tony Stark
Height: 6'1"
Weight: 225lbs

THEY FLY!

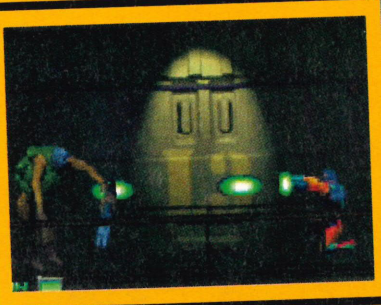
Yes, double tap the jump button and both heroes can fly up through the air, avoiding large obstacles and attacking enemies from above. You can only stay airborne for as long as your boost lasts — show as a bar in the top left — although this does recharge when not in use.

X-O MANOWAR

Real Name: Aric of Dacia
Height: 7'0"
Weight: 450lbs

THEY DUCK!

This is particularly useful in early levels — where baddies are too dumb to shoot at you while you're crouched, and many of the static gun emplacements fire above your head. This is also very useful for shooting off enemies' feet when they're standing on slopes! Pretty thick these baddies!

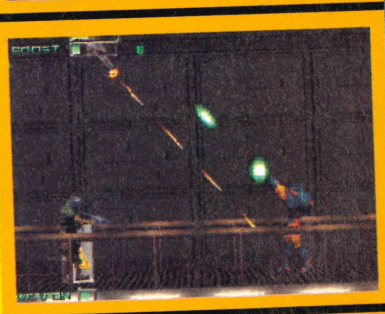


THEY GRAB!

I've no idea why ('cos out pre-production preview copy was a bit dodgy) but both characters can 'grab'. As far as I can tell, this involves each hero adopting an amusing pose while their arms clasp at nothing. Needless to say, I believe this will be better explained later!

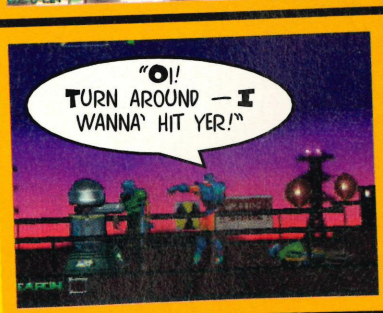
THEY SHOOT!

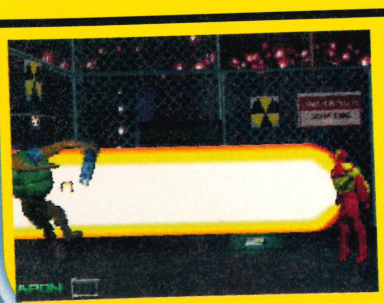
But of course they do! Iron Man's famous repulsors and X-O Manowar's not-so-famous er... green bolt things (see, told you they were less famous!) work a right old treat; firing hither and thither at the press of a button. You can also collect icons to power these up. Cool!



THEY FIGHT!

Though it must be tempting to hide behind their powerful armour and hi-tech weaponry, both heroes are more then happy to get stuck in when necessary. As well as stand-up fights, both characters can crouch down over dead baddies and rip 'em open while they're helpless. Great!





THEY GO BONKERS!

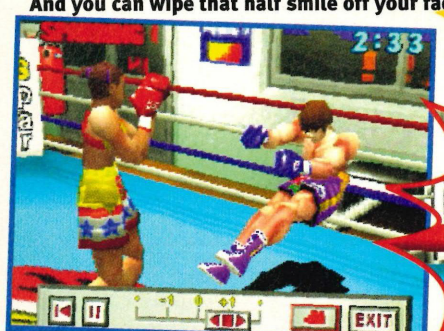
BOK! Iron Man has his chest-activated Unibeam, and X-O Manowar has his, er... similar-beam thing! Anyway, what's in a name, I ask you? Needless to say, these act as screen-clearing 'desperation bombs', so if you get into a hairy situation, press the button and stand back! Dare I say... "BOK!"

PREVIEW

VICTORY BOXING '97

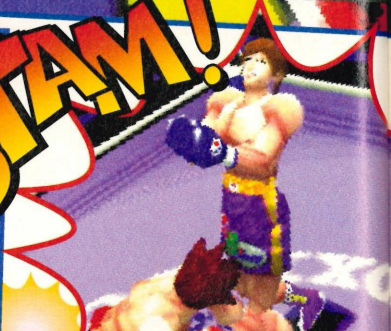
Ever fancied being Frank Bruno? Well, if you've nothing better to do than be the rear end of a pantomime donkey, then go ahead. Everyone else, can be a proper boxer with Victory Boxing '97. And, in the blue corner...

Ivan Drago has a lot to answer for. If he hadn't had an almighty scrap with Rocky in Rocky IV, maybe the 'Stallions' face wouldn't be so disfigured. And then maybe Sylvester wouldn't look like he's trying to talk with half his mouth stapled together. "Oi! Sylvester, use the other side of your mouth mate!" Anyway, up until now I've been unable to take out my frustrations on any boxer named Rocky, so it's with great pleasure that I bring to you JVC's boxing game — the first for the PlayStation — and one which has a create-your-own-boxer thingy as well. Rocky has met his match at last. And you can wipe that half smile off your face for starters!



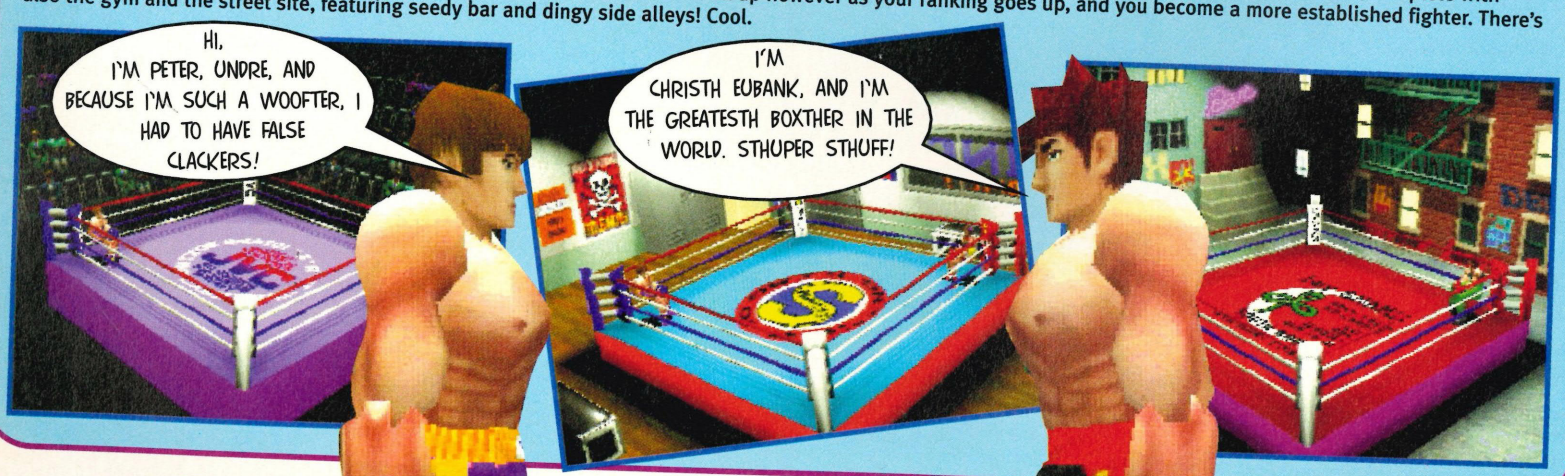
Ha-ha! You got caned by a girl! Call yourself a man do ya? I bet I know who wears the trousers in your house!

"Excuse me mate, your shoelace is untied." The computer tries a few dirty tricks to distract you. Don't fall for it!"



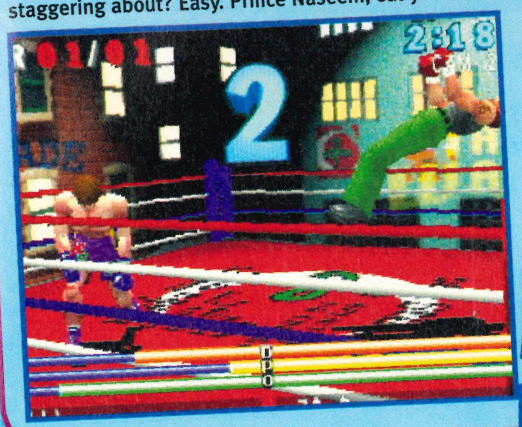
RINGS OF POWER!

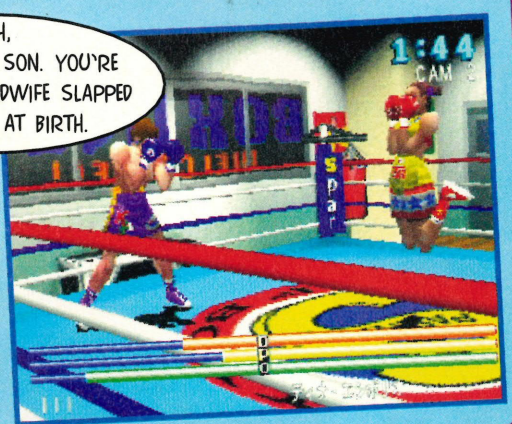
Something which will differ from the Saturn version of Victory is the number of rings that are available to box in. The first ring is the standard arena, complete with a few crowd members and the occasional popping of flash bulbs. This does fill up however as your ranking goes up, and you become a more established fighter. There's also the gym and the street site, featuring seedy bar and dingy side alleys! Cool.



COME AND 'AVE A GO...

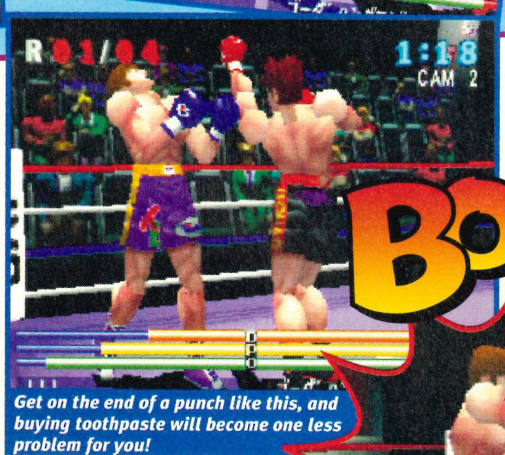
There's nothing worse than being pummelled into the canvas. It just ain't pleasant when your face has more lumps than a cellulite convention, and blood donors are hovering all around. To top it all off your opponent then takes the wet out of you while you're left writhing in agony. Yes, this game has all the taunts, teases, and torments to make any boxer's blood boil red with anger. Fancy a bit of 'come on then sucker?' No worries, it's here. What about a bit of hands on hips, "Is that it, pal?" staggering about? Easy. Prince Naseem, eat your heart out.!





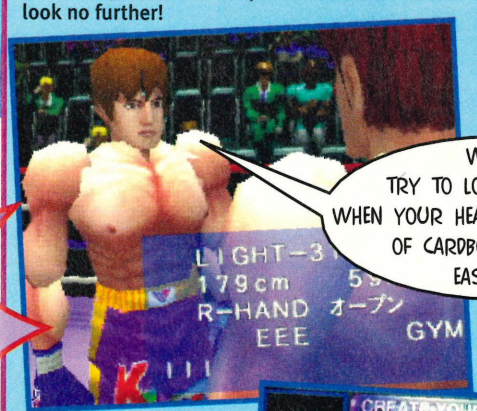
JUNIOR TYSON IS HERE!

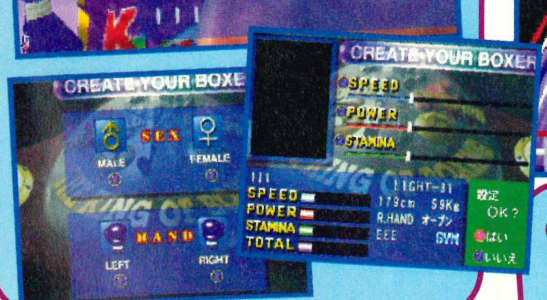
Fighting with pre-saved boxers is all well and good, but if you want a bit of novelty, you can create your own custom boxer to meet individual requirements. Everything from their weight to which hand they lead with can be altered, and even hairstyles are changeable. So if you fancy boxing with a Jimmy 'Flex' Wagner – the bloke from Sampras tennis – style Afro, then look no further!



Get on the end of a punch like this, and buying toothpaste will become one less problem for you!

Hallo baby! Don't bother sweet talking her, 'cos she wants you to eat canvas.

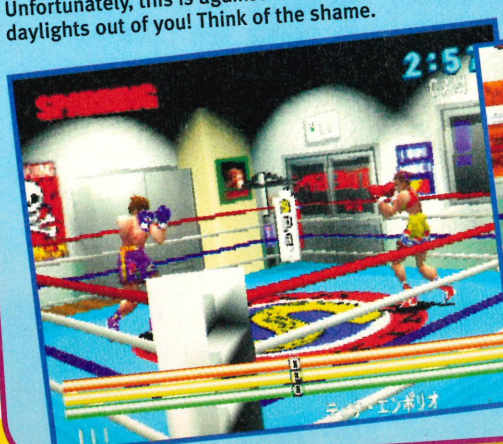




GYM'LL FIX IT!

Nobody ever reads the instruction books right? You get a new game, plug it straight in and play. Do that with Victory Boxing and you'll encounter problems. It takes a fair while to get used to — which is why when you lose your first fight, you're treated to a bout of sparring to brush up your technique. Unfortunately, this is against one of the top fighters, and she's a woman! Plus, she'll kick the living daylights out of you! Think of the shame.

"Cor blimey, you don't wash your pits very much do you mate? There's so much clog down here, you could open a vegetable farm! Pass the gas mask."



PREVIEW

2UP

BREAK POINT

No! Somebody stop me! I just can't get enough of those 'far-too-many-games-based-on-one-sport' blues, and thanks to Ocean, we're about to have a bit of a racket and some new balls. Again!

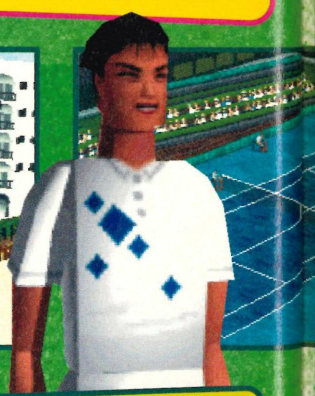
Releasing a tennis game right now calls for guts and supreme confidence. Why? Well, in the first issue we saw how to do it, with Codemasters' Sampras Extreme Tennis. Then, in the second issue we saw how not to do it, with Telstar's atrocious Davis Cup Tennis. Yes chums, there have been good times and there have been bad times... but what about Ocean's offering? Well, to be honest it's business as usual. There are three views on offer, as well as a number of ways to watch the replays, but as is always the case, it's all down to the control system and how good it feels. Alas, for that information you'll have to wait until the review. Until that day, however, enjoy...

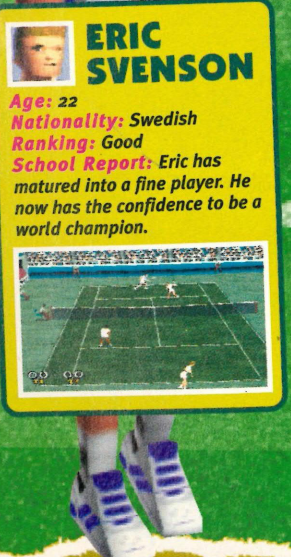
MORE CHARACTERS THAN THE SIMPSONS!

Well actually no, but I needed some sort of headline to catch your eye didn't I! Anyway, there are eight players to choose from when playing Break Point; ranging from the average beginner's player to some of the hottest players in the world. There are no endorsements in this game (ie no real players digitised, sampled or reproduced, etc.) so it's down to you to find the ones worth playing with.

TO BE SURE, TO BE SURE!

In an attempt to avoid any on-court bickering, the game will automatically replay any close calls at an increased zoom. This means that any disputed line-calls can be checked quickly and without injury. Unless you're playing against a Wookie, who'll just rip your arms out of their sockets!



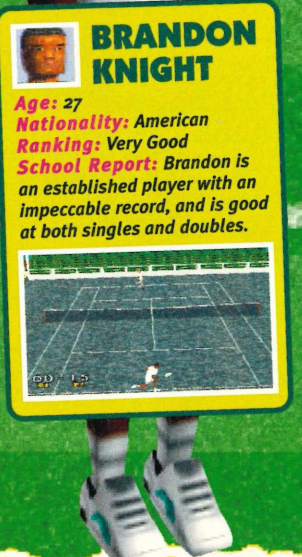


ERIC SVENSON

Age: 22
Nationality: Swedish
Ranking: Good
School Report: Eric has matured into a fine player. He now has the confidence to be a world champion.

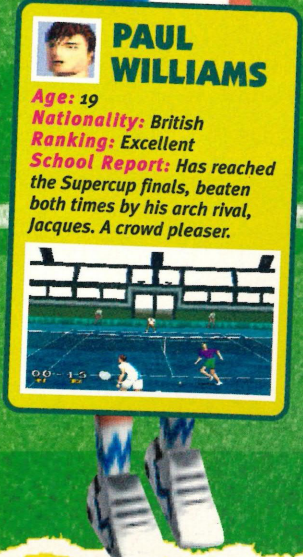
JACQUES CHEVALIER

Age: 31
Nationality: French
Ranking: The Best
School Report: An excellent all-rounder with an amazing serve and a right flashy Frenchy name!



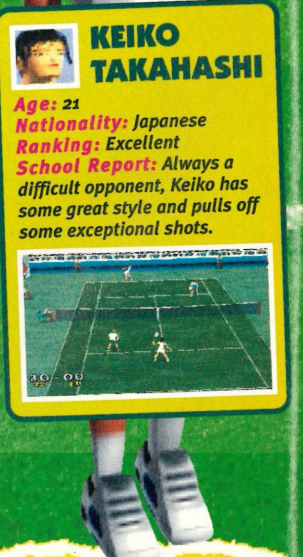
BRANDON KNIGHT

Age: 27
Nationality: American
Ranking: Very Good
School Report: Brandon is an established player with an impeccable record, and is good at both singles and doubles.



PAUL WILLIAMS

Age: 19
Nationality: British
Ranking: Excellent
School Report: Has reached the Supercup finals, beaten both times by his arch rival, Jacques. A crowd pleaser.



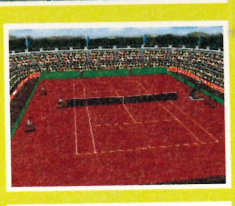
KEIKO TAKAHASHI

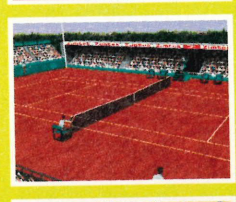
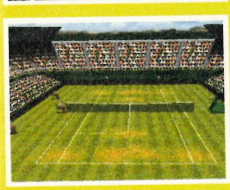
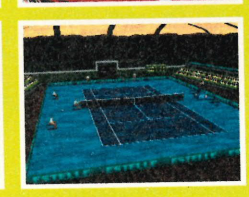
Age: 21
Nationality: Japanese
Ranking: Excellent
School Report: Always a difficult opponent, Keiko has some great style and pulls off some exceptional shots.

BY: OCEAN OUT: DECEMBER PRICE: £44.95

IF I HAD A POUND...

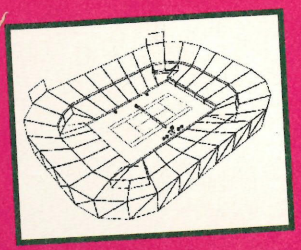
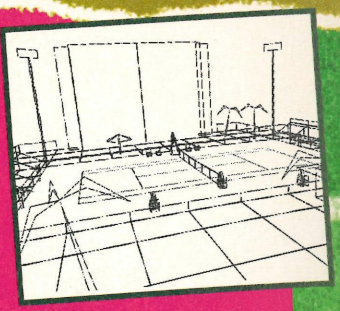
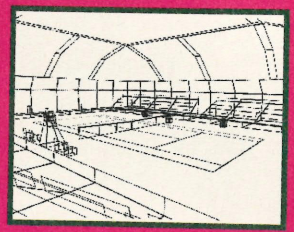
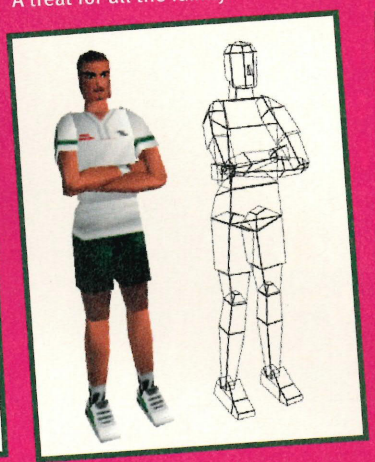
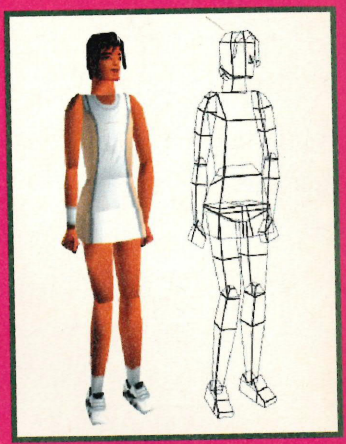
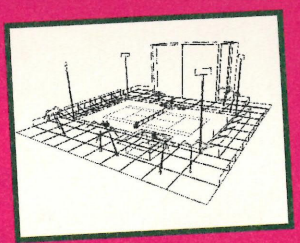
...for every sports simulation that I've had to do a box out on about the different courts, well let's just say that I wouldn't be working here! You know the score: different courts, different surfaces, different playing conditions. Yeah, yeah, yeah...



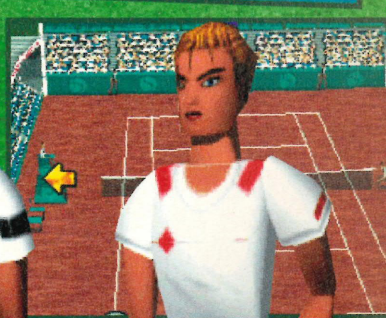




BASE LINES

"Bored of tennis game previews with nothing but character profiles? Tired of endless captions about the different surface types? Fed up of reading pointless comments vaguely related to the pictures? Then you need the NEW Wireframe Sketch-O-Matic™! Brought to you by the people behind Clag-Gone™ and The Bedazzler Plus™. A treat for all the family!"

Get your tournaments here! They come in sets of four or — an' I'm cuttin' me own throat here — I likes the look of ya', so you can have the lot for a tenner. Go on, you know you want it!



HIDDEN CHARACTER

HIDDEN CHARACTER

NATALIE FISCHER

Age: *28*
Nationality: *German*
Ranking: *The Best*
School Report: *An all-round athlete, she plays with precision and is a danger to every player.*

CARLA MINNELLI

Age: *23*
Nationality: *Italian*
Ranking: *Very Good*
School Report: *Carla has a powerful build and is difficult to beat when she's winning. Record holder for fastest serve.*

KATE YOUNG

Age: *18*
Nationality: *British*
Ranking: *Good*
School Report: *A younger player with a decent combination of speed, power and agility. Good stuff!*

PREVIEW

It had to happen. With all the film licences, someone was bound to copy a theme rather than a specific film. Time, methinks, to get the Buddy Movie sick bag out...

Let's not try to pretend Firo 'n' Klawd is anything other than what it most obviously is — a buddy movie, only in a game. Following in the footsteps of great 'buddies' as Mel Gibson and Danny Glover, Bruce Willis and Samuel L Jackson, and Oz and Lucy (well, perhaps not that last two!) Firo 'n' Klawd hate each other, but have no option but to help each other. Klawd is a daft blue courier cat that has been duped into delivering fake currency for The Mob, while Firo is a monkey cop assigned to crack the counterfeit ring. End result: lots of isometric action with an underlying '48 Hours' nay 'Beverly Hills Cop' feel. There are also tons of in-jokes, so keep an eye out for a Dr Who Tardis, Herbie the Love Bug, and even a cameo by Commissioner Gordon. I kid you not...

ISL

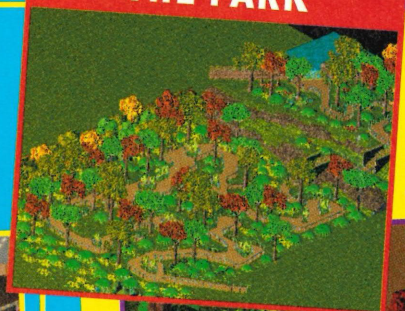
FIRO & KLAWD

THE SUBWAY

A SUBWAY SHOOTOUT!

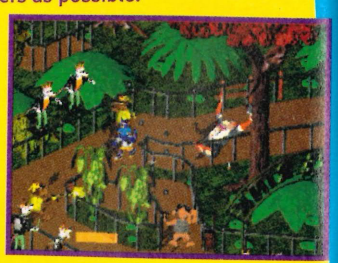
Travelling on the subway in America is never safe, but it's even more so the case in Firo 'n' Klawd. It's a first-person perspective, one or two-player shoot-'em-up extravaganza!

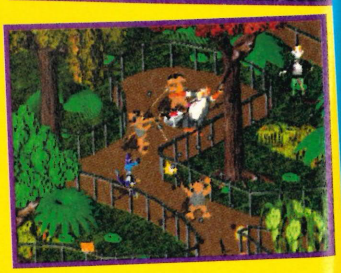
THE PARK



PARK POSTER DUTY!

Wandering through the park, it's down to our intrepid heroes to avoid or kill the many villains, while locating and collecting as many damning posters as possible.



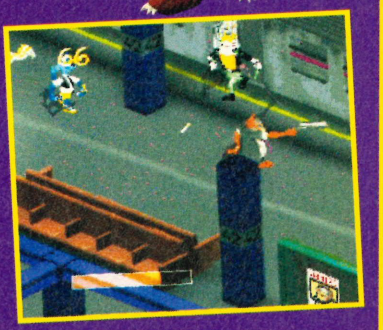


BY: BMG OUT: NOVEMBER PRICE: £44.99

THE STATION

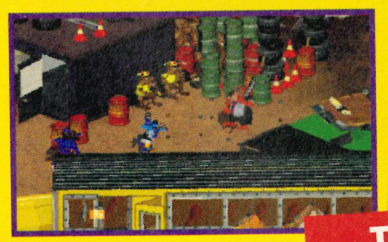
STATION TO STATION!

Never mind how dangerous travelling on the underground is, you could get killed just walking through the station in this game! Still, at least you can hide behind the advertising boards when things get too hairy!

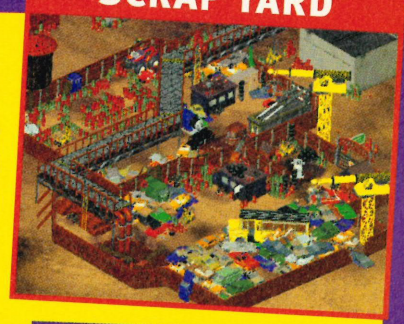


FUNKING ROUND THE JUNK!

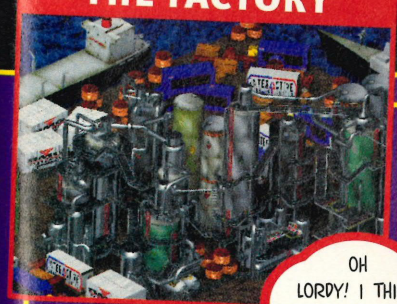
The action gets distinctly platform-like down the junkyard, where precariously balanced planks must be negotiated to cross the wet cement. Yukky.



SCRAP YARD



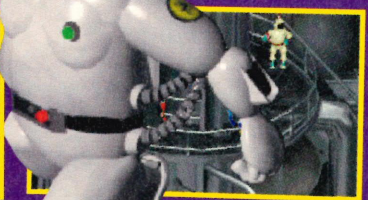
THE FACTORY



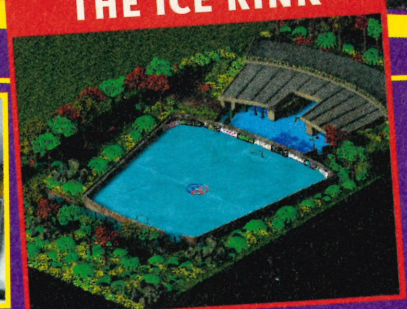
OH LORDY! I THINK I'M GONNA POOP ME PANTS!

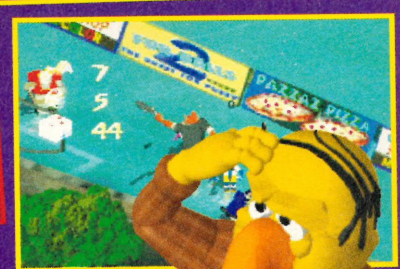
FACTORY FRACAS!

It's time to put your ladder-climbing skills to the test, as we take the action to a weird chemical factory filled with animals in protective suits. Watch out, though — some explode on contact. Bonkers!



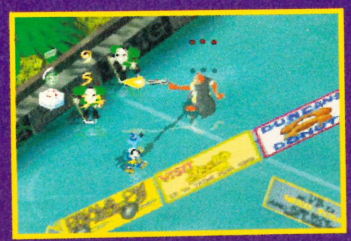
THE ICE RINK





SKATING SHENANIGANS!

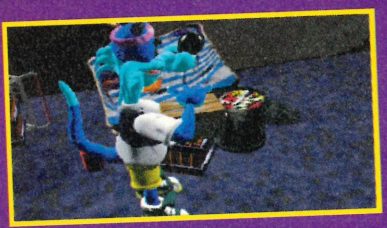
Skiddly skating fun ahoy! The lads take it to the rink for some slippery fun and laughter. As always, shoot the bad guys, or — and get ready for a hilarious gag here — put them on ice! Yes, that was crap wasn't it.



PREVIEW

FMV WILL NEVER DIE!

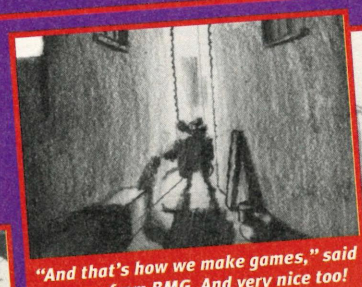
Some people seem to think that FMV is a waste of time and CD space, ultimately offering nothing that a good game couldn't, without fancy dressings (oh, sorry about that — let me just climb down from this soap box). BMG obviously don't subscribe to this point of view, as Firo 'n' Klawd is filled with the stuff. This actually works very well as it's never too long nor too intrusive, and actually adds quite nicely to the cartoon feel of the game. Here are a few interesting stills for your perusal...

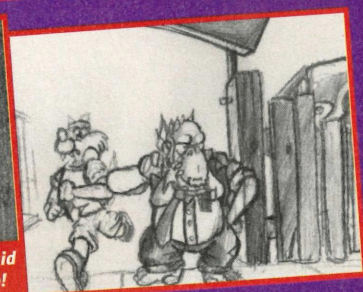


"Game over, man!" Yes, all lives have been lost, and it's off to heaven for our heroes. Which is a bit strange considering how many people I killed in cold blood!

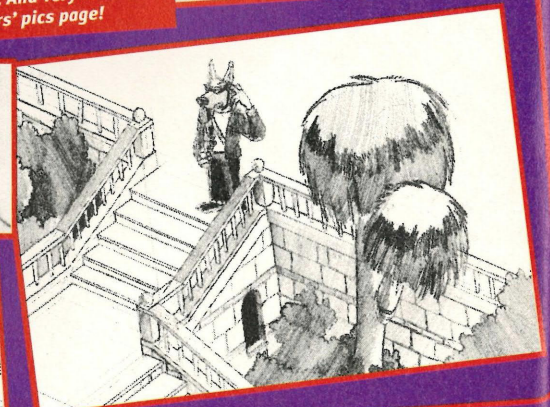
A BIT SKETCHY!

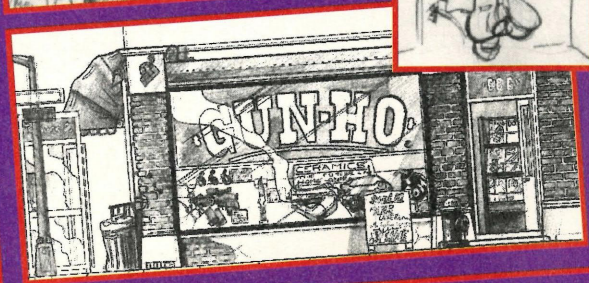
You know that here on MMP we like to give you as much information as possible about up and coming games, so why (I thought) not offer you the chance to see some early development sketches?





"And that's how we make games," said the man from BMG. And very nice too! It's just like readers' pics page!





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PREVIEW

Vampires, eh? Can't live with 'em, can't kill them without ramming a wooden stake through their hearts! Still, ever thought what it would be like to live as one of these blood-sucking sods? Hmm... now there's an idea for a game.

LEGACY OF KAIN

When you think about it, it's remarkable that we haven't seen tons of games with vampires as main characters (forgetting about Dark Stalker's Demitri for the moment). I mean, considering games makers have been aware for quite some time that kids love a decent amount of blood in their games — coupled with the fact that if there's one thing adolescents are more than happy to see in their games, it's buxom wenches having their necks violated — you'd think vampires are an obvious target. Anyway, that's all pretty academic now, 'cos BMG have nicked in and beaten everyone else to it with Legacy of Kain. And believe me, it's a corker!

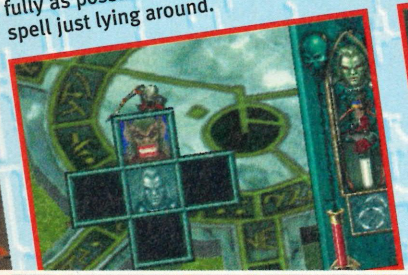
There are a number of triangular 'mirrors' dotted around the lands in LOK. Step on one for a handy tip or to unravel more detailed plot.

LET US AWAY FROM HERE!

Yes I know I've already spoken about the shape-shifting stuff, but I wanted to show you a quick sequence about the bat-form. Read on...

1. Acquiring the skill!

Just by being patient and exploring as fully as possible, you've found the spell just lying around.



2. Deciding where to go!

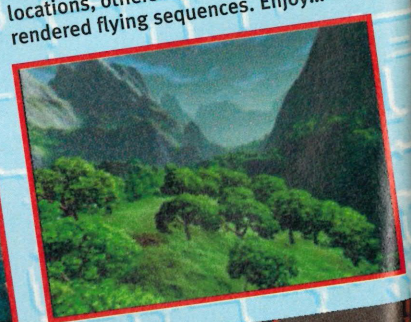
Check the handy map for known landmarks and choose your chosen destination and rock!

3. The transformation!

"Size of a bat!" Special effects, ahoy! And away I fly, with a wing and a wang and a diddly dang!

4. The journey...

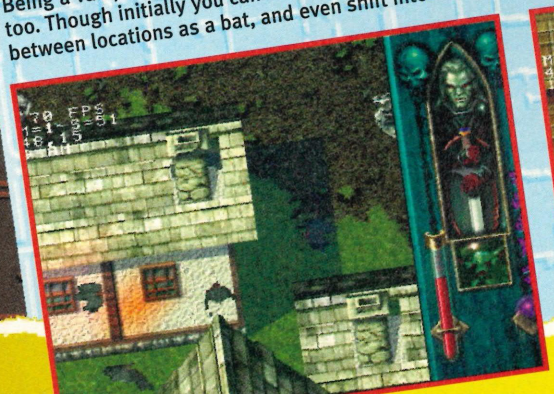
Though you'll just appear at most locations, others have gorgeous rendered flying sequences. Enjoy...



Are those spells, enchantments and magical items of armour confusing you? Just check the inventory screen...

"SIZE OF AN ELEPHANT!"

Being a vampire doesn't just involve sucking innocent folks' necks, oh no — there's shape-shifting to consider too. Though initially you can only play in human form, as you find the various spells you can also fly quickly between locations as a bat, and even shift into the form of a werewolf! Cool.



BY: BMG OUT: JANUARY PRICE: £44.95

COULD IT BE MAGIC?

As well as having the super ability to shape-shift, our man Kain can also make use of a number of other spells that are found throughout the game. Here are but a few...

LIGHT

Not particularly impressive, I know, but bloody useful in some of those jolly dark temple type places!

THE HEART OF DARKNESS

Run out of virgins? Lost a lot of blood in the melee? Just use this spell to replenish your blood supply back to max.

FLAY

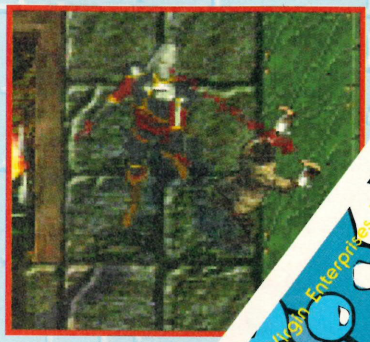
An aggressive spell that produces a projectile able to flay anybody unfortunately enough to be on the receiving end!

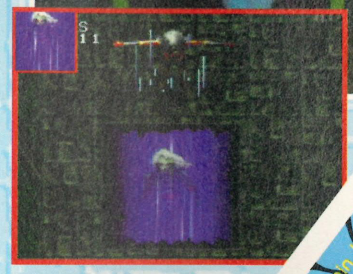
IMPLODE

Yum! Nice an' messy this one! Makes their skin shrink until they pop like ripe tomatoes!

"I VANT TO BITE YOUR NECK!"

I wouldn't really be much of a vampire if I didn't go around biting people's necks, would I? Fortunately, our hero (or is he an anti-hero? I dunno) is extremely good at neckular evacuations, and can even suck blood from two feet away. You'd want him on your blow football team, wouldn't you?





SANCTUARY

With only one life, survival is essential. This spell will return you to your inner sanctum, and to full life.

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"It does burst Acclaim's bubble somewhat..."
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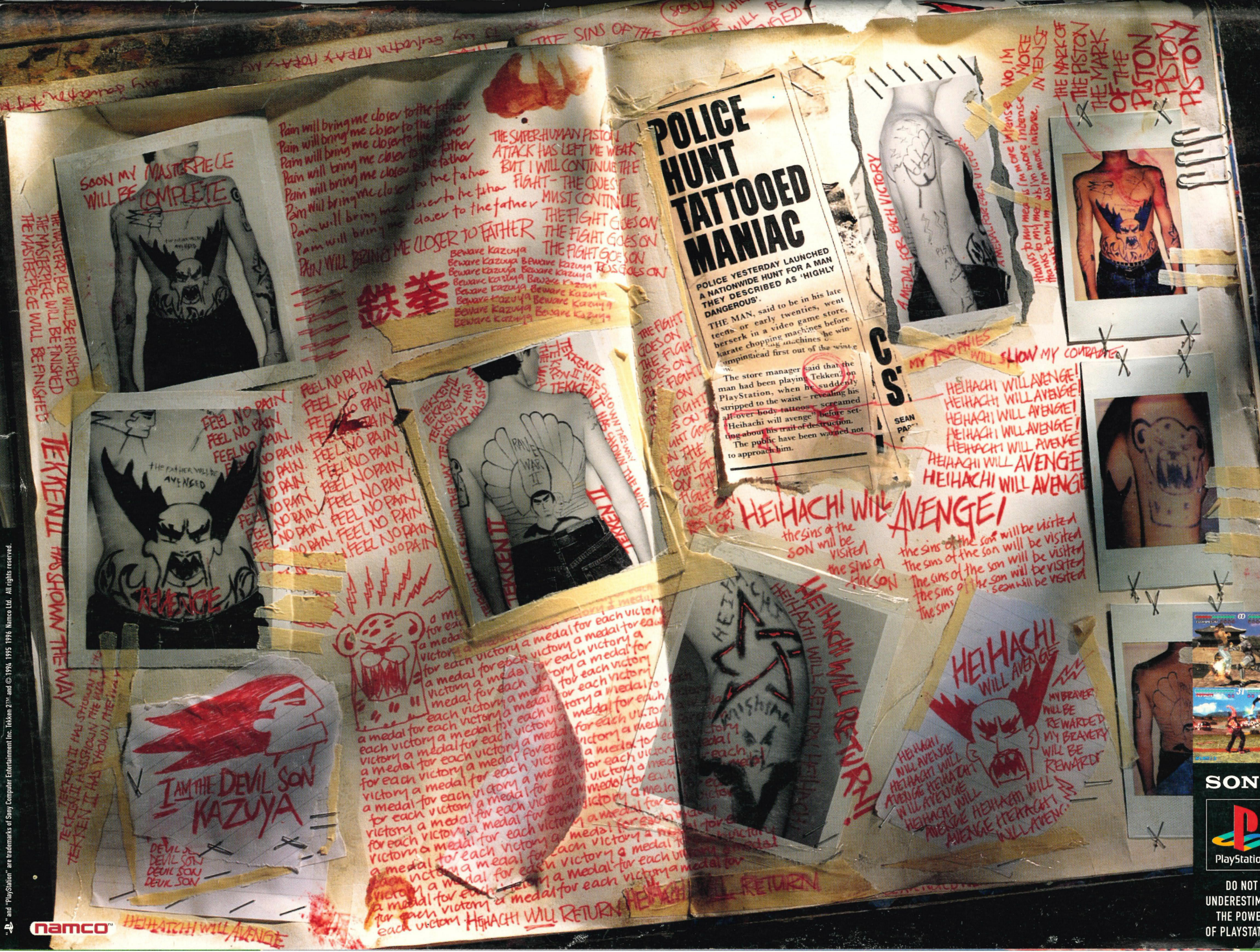

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